

HOTEL PARK CASINO

GAME	TABLE LIMITS	PLAYER COLLECTION FEES per hand	PLAYER/ DEALER COLLECTION FEES per hand
21st Century Blackjack	\$2.00 - \$20.00	\$0.50	\$1.00
	\$10.00 - \$100.00	\$1.00	\$2.00
	\$25.00 - \$100.00	\$1.00	\$2.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$300.00	\$2.00	\$3.00
	\$100.00 - \$500.00	\$3.00	\$4.00
	\$300.00 - \$1,000.00	\$5.00	\$10.00
Pan Nine	\$10.00 - \$100.00	\$1.00	\$2.00
	\$25.00 - \$100.00	\$1.00	\$2.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$500.00	\$3.00	\$5.00
Pai Gow Poker	\$10.00 - \$100.00	\$1.00	\$2.00
	\$25.00 - \$100.00	\$1.00	\$2.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$500.00	\$3.00	\$5.00
Pai Gow Tiles	\$10.00 - \$100.00	\$1.00	\$2.00
	\$25.00 - \$100.00	\$1.00	\$2.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$500.00	\$3.00	\$5.00
Asian Baccarat	\$10.00 - \$100.00	\$1.00	\$2.00
	\$25.00 - \$100.00	\$1.00	\$2.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$500.00	\$3.00	\$5.00
Caribbean Stud Poker	\$5.00 - \$50.00	\$0.50	\$1.00
Tonk	\$3.00 - \$6.00	\$0.50	
	\$5.00 - \$10.00	\$0.75	
	\$10.00 - \$20.00	\$1.00	
	\$20.00 - \$40.00	\$2.00	

Hollywood Park Casino
POKER COLLECTION RATES
BUTTON GAMES: LIMIT HOLD'EM, OMAHA, OMAHA HI/LO HOLD'EM HI/LO,
PINEAPPLE, OMAHA HI/LO (KILL)

Limits & Number of players	Blinds	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$1 – 2 with 7 or more players	\$1, \$1	\$.50	\$.50	\$3.00 per hand
\$1 – 2 with 5 or 6 players	\$1, \$1	\$.50	\$.50	\$2.00 per hand
\$1 – 2 with 4 or fewer players	\$1, \$1	\$.50	\$.50	\$1.00 per hand
\$2 – 4 with 7 or more players	\$1, \$2	\$1.00	\$1.00	\$3.00 per hand
\$2 – 4 with 5 or 6 players	\$1, \$2	\$1.00	\$1.00	\$2.00 per hand
\$2 – 4 with 4 or fewer players	\$1, \$2	\$1.00	\$1.00	\$1.00 per hand
\$3 – 6* with 7 or more players	\$1, \$3	\$1.00	\$1.00	\$3.00 per hand
\$3 – 6* with 5 or 6 players	\$1, \$3	\$1.00	\$1.00	\$2.00 per hand
\$3 – 6* with 4 or fewer players	\$1, \$3	\$1.00	\$1.00	\$1.00 per hand
\$4 – 8* with 8 or more players	\$2, \$4	\$1.00	\$1.00	\$4.00 per hand
\$4 – 8* with 7 players	\$2, \$4	\$1.00	\$1.00	\$3.00 per hand
\$4 – 8* with 5 or 6 players	\$2, \$4	\$1.00	\$1.00	\$2.00 per hand
\$4 – 8* with 4 or fewer players	\$2, \$4	\$1.00	\$1.00	\$1.00 per hand
\$6 – 12 with 8 or more players	\$3, \$6	\$1.00	\$1.00	\$4.00 per hand
\$6 – 12 with 7 players	\$3, \$6	\$1.00	\$1.00	\$3.00 per hand
\$6 – 12 with 5 or 6 players	\$3, \$6	\$1.00	\$1.00	\$2.00 per hand
\$6 – 12 with 4 or fewer players	\$3, \$6	\$1.00	\$1.00	\$1.00 per hand
\$9 – 18 with 8 or more players	\$3, \$9	\$1.00	\$1.00	\$4.00 per hand
\$9 – 18 with 7 players	\$3, \$9	\$1.00	\$1.00	\$3.00 per hand
\$9 – 18 with 5 or 6 players	\$3, \$9	\$1.00	\$1.00	\$2.00 per hand
\$9 – 18 with 4 or fewer players	\$3, \$9	\$1.00	\$1.00	\$1.00 per hand

*Note: Designated table fees are taken before the flop **and** after the turn*

**Single big blind in \$3-6 and \$4-8 Omaha*

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

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**Hollywood Park Casino
POKER COLLECTION RATES**

**GAMES: LIMIT HOLD'EM, OMAHA, OMAHA HI/LO, OMAHA HI/LO (KILL),
CALIFORNIA AND KC LOWBALL* AND MIXED GAMES**

Limits & Number of players	Blinds	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$10 – 20 with 8 or more players	\$5, \$10	\$1.00	\$1.00	\$4.00 per hand
\$10 – 20 with 7 players	\$5, \$10	\$1.00	\$1.00	\$3.00 per hand
\$10 – 20 with 5 or 6 players	\$5, \$10	\$1.00	\$1.00	\$2.00 per hand
\$10 – 20 with 4 or fewer players	\$5, \$10	\$1.00	\$1.00	\$1.00 per hand
\$15 – 30 with 8 or more players	\$10, \$15	\$1.00	\$1.00	\$4.00 per hand
\$15 – 30 with 7 players	\$10, \$15	\$1.00	\$1.00	\$3.00 per hand
\$15 – 30 with 5 or 6 players	\$10, \$15	\$1.00	\$1.00	\$2.00 per hand
\$15 – 30 with 4 or fewer players	\$10, \$15	\$1.00	\$1.00	\$1.00 per hand
\$20 – 40 with 8 or more players	\$10, \$20	\$1.00	\$1.00	\$4.00 per hand
\$20 – 40 with 7 or more players	\$10, \$20	\$1.00	\$1.00	\$3.00 per hand
\$20 – 40 with 5 or 6 players	\$10, \$20	\$1.00	\$1.00	\$2.00 per hand
\$20 – 40 with 4 or fewer players	\$10, \$20	\$1.00	\$1.00	\$1.00 per hand
\$25 – 50 with 8 or more players	\$15, \$25	\$1.00	\$1.00	\$4.00 per hand
\$25 – 50 with 7 players	\$15, \$25	\$1.00	\$1.00	\$3.00 per hand
\$25 – 50 with 5 or 6 players	\$15, \$25	\$1.00	\$1.00	\$2.00 per hand
\$25 – 50 with 4 or fewer players	\$15, \$25	\$1.00	\$1.00	\$1.00 per hand
\$30 – 60 with 8 or more players	\$15, \$30	\$1.00	\$1.00	\$4.00 per hand
\$30 – 60 with 7 or more players	\$15, \$30	\$1.00	\$1.00	\$3.00 per hand
\$30 – 60 with 5 or 6 players	\$15, \$30	\$1.00	\$1.00	\$2.00 per hand
\$30 – 60 with 4 or fewer players	\$15, \$30	\$1.00	\$1.00	\$1.00 per hand
\$40 – 80 with 8 or more players	\$20, \$40	\$1.00	\$1.00	\$4.00 per hand
\$40 – 80 with 7 players	\$20, \$40	\$1.00	\$1.00	\$3.00 per hand
\$40 – 80 with 5 or 6 players	\$20, \$40	\$1.00	\$1.00	\$2.00 per hand
\$40 – 80 with 4 or fewer players	\$20, \$40	\$1.00	\$1.00	\$1.00 per hand
\$50 – 100 with 8 or more players	\$25, \$50	\$1.00	\$1.00	\$5.00 per hand
\$50 – 100 with 7 players	\$25, \$50	\$1.00	\$1.00	\$4.00 per hand
\$50 – 100 with 5 or 6 players	\$25, \$50	\$1.00	\$1.00	\$3.00 per hand
\$50 – 100 with 4 or fewer players	\$25, \$50	\$1.00	\$1.00	\$1.00 per hand
\$60 – 120 with 8 or more players	\$30, \$60	\$1.00	\$1.00	\$5.00 per hand
\$60 – 120 with 7 players	\$30, \$60	\$1.00	\$1.00	\$4.00 per hand
\$60 – 120 with 5 or 6 players	\$30, \$60	\$1.00	\$1.00	\$3.00 per hand
\$60 – 120 with 4 or fewer players	\$30, \$60	\$1.00	\$1.00	\$1.00 per hand
\$100 – 200 with 8 or more players	\$50, \$100	\$1.00	\$1.00	\$5.00 per hand
\$100 – 200 with 7 players	\$50, \$100	\$1.00	\$1.00	\$4.00 per hand
\$100 – 200 with 5 or 6 players	\$50, \$100	\$1.00	\$1.00	\$3.00 per hand
\$100 – 200 with 4 or fewer players	\$50, \$100	\$1.00	\$1.00	\$1.00 per hand
\$200 – 400 with 8 or more players	\$100, \$200	\$1.00	\$1.00	\$5.00 per hand
\$200 – 400 with 7 players	\$100, \$200	\$1.00	\$1.00	\$4.00 per hand
\$200 – 400 with 5 or 6 players	\$100, \$200	\$1.00	\$1.00	\$3.00 per hand
\$200 – 400 with 4 or fewer players	\$100, \$200	\$1.00	\$1.00	\$1.00 per hand

*Note: Designated table fees are taken before the flop **and** after the turn*

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**Hollywood Park Casino
POKER COLLECTION RATES**

BUTTON GAMES: NO-LIMIT AND POT-LIMIT HOLD'EM, OMAHA, OMAHA HI/LO

Buy-Ins & Number of Players	Blinds	Jackpot Collection	Designated Table Fee	Regular Table Fee
Restricted Buy-in Rules Apply				
\$20 with 7 or more players	\$1, \$1	\$1.00	\$1.00	\$3.00 per hand
\$20 with 5 or 6 players	\$1, \$1	\$1.00	\$1.00	\$2.00 per hand
\$20 with 4 or fewer players	\$1, \$1	\$1.00	\$1.00	\$1.00 per hand
\$40 with 8 or more players	\$1, \$2	\$1.00	\$1.00	\$4.00 per hand
\$40 with 7 or more players	\$1, \$2	\$1.00	\$1.00	\$3.00 per hand
\$40 with 5 or 6 players	\$1, \$2	\$1.00	\$1.00	\$2.00 per hand
\$40 with 4 or fewer players	\$1, \$2	\$1.00	\$1.00	\$1.00 per hand
\$100 with 8 or more players	\$2, \$3	\$1.00	\$1.00	\$4.00 per hand
\$100 with 7 players	\$2, \$3	\$1.00	\$1.00	\$3.00 per hand
\$100 with 5 or 6 players	\$2, \$3	\$1.00	\$1.00	\$2.00 per hand
\$100 with 4 or fewer players	\$2, \$3	\$1.00	\$1.00	\$1.00 per hand
\$200 with 8 or more players	\$3, \$5	\$1.00	\$1.00	\$4.00 per hand
\$200 with 7 players	\$3, \$5	\$1.00	\$1.00	\$3.00 per hand
\$200 with 5 or 6 players	\$3, \$5	\$1.00	\$1.00	\$2.00 per hand
\$200 with 4 or fewer players	\$3, \$5	\$1.00	\$1.00	\$1.00 per hand
\$300 with 8 or more players	\$5, \$5	\$1.00	\$1.00	\$4.00 per hand
\$300 with 7 players	\$5, \$5	\$1.00	\$1.00	\$3.00 per hand
\$300 with 5 or 6 players	\$5, \$5	\$1.00	\$1.00	\$2.00 per hand
\$300 with 4 or fewer players	\$5, \$5	\$1.00	\$1.00	\$1.00 per hand
\$400 with 8 or more players	\$5, \$10	\$1.00	\$1.00	\$4.00 per hand
\$400 with 7 or more players	\$5, \$10	\$1.00	\$1.00	\$3.00 per hand
\$400 with 5 or 6 players	\$5, \$10	\$1.00	\$1.00	\$2.00 per hand
\$400 with 4 or fewer players	\$5, \$10	\$1.00	\$1.00	\$1.00 per hand
\$100 - \$300 / 8 or more players	\$2, \$3	\$1.00	\$1.00	\$4.00 per hand
\$100 - \$300 with 7 players	\$2, \$3	\$1.00	\$1.00	\$3.00 per hand
\$100 - \$300 with 5 or 6 players	\$2, \$3	\$1.00	\$1.00	\$2.00 per hand
\$100 - \$300 / 4 or fewer players	\$2, \$3	\$1.00	\$1.00	\$1.00 per hand
\$300 - \$500 / 8 or more players	\$5, \$5	\$1.00	\$1.00	\$4.00 per hand
\$300 - \$500 with 7 players	\$5, \$5	\$1.00	\$1.00	\$3.00 per hand
\$300 - \$500 with 5 or 6 players	\$5, \$5	\$1.00	\$1.00	\$2.00 per hand
\$300 - \$500 / 4 or fewer players	\$5, \$5	\$1.00	\$1.00	\$1.00 per hand

*Note: Designated table fees are taken before the flop **and** after the turn*

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

Hollywood Park Casino
POKER COLLECTION RATES
BUTTON GAMES: NO-LIMIT AND POT-LIMIT HOLD'EM, OMAHA, OMAHA HI/LO

Buy-Ins & Number of Players	Blinds	Jackpot Collection	Designated Table Fee	Regular Table Fee
Minimum Buy-in Rules Apply				
\$300 with 8 or more players	\$5, \$5	\$1.00	\$1.00	\$4.00 per hand
\$300 with 7 or more players	\$5, \$5	\$1.00	\$1.00	\$3.00 per hand
\$300 with 5 or 6 players	\$5, \$5	\$1.00	\$1.00	\$2.00 per hand
\$300 with 4 or fewer players	\$5, \$5	\$1.00	\$1.00	\$1.00 per hand
\$500 with 8 or more players	\$5, \$10	\$1.00	\$1.00	\$4.00 per hand
\$500 with 7 players	\$5, \$10	\$1.00	\$1.00	\$3.00 per hand
\$500 with 5 or 6 players	\$5, \$10	\$1.00	\$1.00	\$2.00 per hand
\$500 with 4 or fewer players	\$5, \$10	\$1.00	\$1.00	\$1.00 per hand
\$800 with 8 or more players	\$10, \$20	\$1.00	\$1.00	\$5.00 per hand
\$800 with 7 players	\$10, \$20	\$1.00	\$1.00	\$4.00 per hand
\$800 with 5 or 6 players	\$10, \$20	\$1.00	\$1.00	\$3.00 per hand
\$800 with 4 or fewer players	\$10, \$20	\$1.00	\$1.00	\$1.00 per hand
\$1000 with 8 or more players	\$10, \$25	-	\$1.00	\$5.00 per hand
\$1000 with 7 players	\$10, \$25	-	\$1.00	\$4.00 per hand
\$1000 with 5 or 6 players	\$10, \$25	-	\$1.00	\$3.00 per hand
\$1000 with 4 or fewer players	\$10, \$25	-	\$1.00	\$1.00 per hand
\$2500 with 6 or more players	\$25, \$50	-	\$1.00	\$13.00 per ½ hr.
\$2500 with 5 or fewer players	\$25, \$50	-	\$1.00	\$6.00 per ½ hr.
\$10,000 with 6 or more players	\$50, 100	-	\$1.00	\$16.00 per hand
\$10,000 with 5 or fewer players	\$50, 100	-	\$1.00	\$8.00 per hand

Note: Designated table fees are taken before the flop and after the turn

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

\$17.00 is the cap for all collection games.

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the next highest game.

Half and Half game will pay the lowest game rate.

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Hollywood Park Casino
POKER COLLECTION RATES
GAMES: SEVEN CARD STUD AND STUD HI/LO

Limits & Number of Players	Ante	Forced Bet	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$1 – \$2 with 7 or more players	\$.50	\$1.00	\$.50	\$1.00	\$3.00 per hand
\$1 – \$2 with 5 or 6 players	\$.50	\$1.00	\$.50	\$1.00	\$2.00 per hand
\$1 – \$2 with 4 or fewer players	\$.50	\$1.00	\$.50	\$1.00	\$1.00 per hand
\$2 – \$4 with 7 or more players	\$.50	\$1.00	\$.50	\$1.00	\$3.00 per hand
\$2 – \$4 with 5 or 6 players	\$.50	\$1.00	\$.50	\$1.00	\$2.00 per hand
\$2 – \$4 with 4 or fewer players	\$.50	\$1.00	\$.50	\$1.00	\$1.00 per hand
\$3 – \$6 with 7 or more players	\$.50	\$1.00	\$1.00	\$1.00	\$3.00 per hand
\$3 – \$6 with 5 or 6 players	\$.50	\$1.00	\$1.00	\$1.00	\$2.00 per hand
\$3 – \$6 with 4 or fewer players	\$.50	\$1.00	\$1.00	\$1.00	\$1.00 per hand
\$4 – \$8 with 7 or more players	\$.50	\$1.00	\$1.00	\$1.00	\$3.00 per hand
\$4 – \$8 with 5 or 6 players	\$.50	\$1.00	\$1.00	\$1.00	\$2.00 per hand
\$4 – \$8 with 4 or fewer players	\$.50	\$1.00	\$1.00	\$1.00	\$1.00 per hand
\$6 – \$12 with 8 players	\$1.00	\$2.00	\$1.00	\$1.00	\$4.00 per hand
\$6 – \$12 with 7 players	\$1.00	\$2.00	\$1.00	\$1.00	\$3.00 per hand
\$6 – \$12 with 5 or 6 players	\$1.00	\$2.00	\$1.00	\$1.00	\$2.00 per hand
\$6 – \$12 with 4 or fewer players	\$1.00	\$2.00	\$1.00	\$1.00	\$1.00 per hand
\$10 – \$20 with 7 or 8 players	\$2.00	\$3.00	-	\$1.00	\$4.00 per hand
\$10 – \$20 with 6 players	\$2.00	\$3.00	-	\$1.00	\$3.00 per hand
\$10 – \$20 with 5 players	\$2.00	\$3.00	-	\$1.00	\$2.00 per hand
\$10 – \$20 with 4 or fewer players	\$2.00	\$3.00	-	\$1.00	\$1.00 per hand
\$15 – \$30 with 7 or 8 players	\$2.00	\$5.00	-	\$1.00	\$4.00 per hand
\$15 – \$30 with 6 players	\$2.00	\$5.00	-	\$1.00	\$3.00 per hand
\$15 – \$30 with 5 players	\$2.00	\$5.00	-	\$1.00	\$2.00 per hand
\$15 – \$30 with 4 or fewer players	\$2.00	\$5.00	-	\$1.00	\$1.00 per hand
\$20 – \$40 with 7 or 8 players	\$3.00	\$5.00	-	\$1.00	\$4.00 per hand
\$20 – \$40 with 6 players	\$3.00	\$5.00	-	\$1.00	\$3.00 per hand
\$20 – \$40 with 5 players	\$3.00	\$5.00	-	\$1.00	\$2.00 per hand
\$20 – \$40 with 4 or fewer players	\$3.00	\$5.00	-	\$1.00	\$1.00 per hand
\$25 – \$50 with 7 or 8 players	\$5.00	\$5.00	-	\$1.00	\$4.00 per hand
\$25 – \$50 with 6 players	\$5.00	\$5.00	-	\$1.00	\$3.00 per hand
\$25 – \$50 with 5 players	\$5.00	\$5.00	-	\$1.00	\$2.00 per hand
\$25 – \$50 with 4 or fewer players	\$5.00	\$5.00	-	\$1.00	\$1.00 per hand
\$30 – \$60 with 7 or 8 players	\$5.00	\$10.00	-	\$1.00	\$4.00 per hand
\$30 – \$60 with 6 players	\$5.00	\$10.00	-	\$1.00	\$3.00 per hand
\$30 – \$60 with 5 players	\$5.00	\$10.00	-	\$1.00	\$2.00 per hand
\$30 – \$60 with 4 or fewer players	\$5.00	\$10.00	-	\$1.00	\$1.00 per hand
\$40 – \$80 with 7 or 8 players	\$10.00	\$10.00	-	\$1.00	\$4.00 per hand
\$40 – \$80 with 6 players	\$10.00	\$10.00	-	\$1.00	\$3.00 per hand
\$40 – \$80 with 5 players	\$10.00	\$10.00	-	\$1.00	\$2.00 per hand

Limits & Number of Players	Ante	Forced Bet	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$40 – \$80 with 4 or fewer players	\$10.00	\$10.00	-	\$1.00	\$1.00 per hand
\$50 – \$100 with 7 or 8 players	\$10.00	\$15.00	-	\$1.00	\$5.00 per hand
\$50 – \$100 with 6 players	\$10.00	\$15.00	-	\$1.00	\$4.00 per hand
\$50 – \$100 with 5 players	\$10.00	\$15.00	-	\$1.00	\$2.00 per hand
\$50 – \$100 with 4 or fewer	\$10.00	\$15.00	-	\$1.00	\$1.00 per hand
\$60 – \$120 with 7 or 8 players	\$10.00	\$20.00	-	\$1.00	\$5.00 per hand
\$60 – \$120 with 6 players	\$10.00	\$20.00	-	\$1.00	\$4.00 per hand
\$60 – \$120 with 5 players	\$10.00	\$20.00	-	\$1.00	\$2.00 per hand
\$60 – \$120 with 4 or fewer	\$10.00	\$20.00	-	\$1.00	\$1.00 per hand
\$75 – \$150 with 7 or 8 players	\$15.00	\$25.00	-	\$1.00	\$5.00 per hand
\$75 – \$150 with 6 players	\$15.00	\$25.00	-	\$1.00	\$4.00 per hand
\$75 – \$150 with 5 players	\$15.00	\$25.00	-	\$1.00	\$2.00 per hand
\$75 – \$150 with 4 or fewer	\$15.00	\$25.00	-	\$1.00	\$1.00 per hand
\$100 – \$200 with 7 or 8 players	\$25.00	\$25.00	-	\$1.00	\$5.00 per hand
\$100 – \$200 with 6 players	\$25.00	\$25.00	-	\$1.00	\$4.00 per hand
\$100 – \$200 with 5 players	\$25.00	\$25.00	-	\$1.00	\$2.00 per hand
\$100 – \$200 with 4 or fewer	\$25.00	\$25.00	-	\$1.00	\$1.00 per hand
\$150 – \$300 with 7 or 8 players	\$25.00	\$50.00	-	\$1.00	\$5.00 per hand
\$150 – \$300 with 6 players	\$25.00	\$50.00	-	\$1.00	\$4.00 per hand
\$150 – \$300 with 5 players	\$25.00	\$50.00	-	\$1.00	\$2.00 per hand
\$150 – \$300 with 4 or fewer	\$25.00	\$50.00	-	\$1.00	\$1.00 per hand
\$200 – \$400 with 8 players	\$1.00	\$2.00	-	\$1.00	\$4.00 per hand
\$200 – \$400 with 7 players	\$1.00	\$2.00	-	\$1.00	\$3.00 per hand
\$200 – \$400 with 5 or 6 players	\$1.00	\$2.00	-	\$1.00	\$2.00 per hand
\$200 – \$400 with 4 or fewer	\$1.00	\$2.00	-	\$1.00	\$1.00 per hand

Note: Designated table fees are taken when the first up-card and the fourth up-card is delivered

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

Hollywood Park Casino
POKER COLLECTION RATES
BUTTON GAMES: CALIFORNIA DRAW, CALIFORNIA AND KC LOWBALL

Limits & Number of players	Blinds Draw	Blinds Lowball	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$2 – 4 with 6 or more players	\$.50, .50 .50	\$2	\$1.00	\$.50	\$3.00 per hand
\$2 – 4 with 5 players	\$.50, .50 .50	\$2	\$1.00	\$.50	\$2.00 per hand
\$2 – 4 with 4 or fewer players	\$.50, .50 .50	\$2	\$1.00	\$.50	\$1.00 per hand
\$3 – 6 with 6 or more players	\$.50, .50 .50	\$3	\$1.00	\$1.00	\$3.00 per hand
\$3 – 6 with 5 players	\$.50, .50 .50	\$3	\$1.00	\$1.00	\$2.00 per hand
\$3 – 6 with 4 or fewer players	\$.50, .50 .50	\$3	\$1.00	\$1.00	\$1.00 per hand
\$5 – 10 with 6 or more players	\$1, \$1	\$5	\$1.00	\$1.00	\$4.00 per hand
\$5 – 10 with 5 players	\$1, \$1	\$5	\$1.00	\$1.00	\$2.00 per hand
\$5 – 10 with 4 or fewer players	\$1, \$1	\$5	\$1.00	\$1.00	\$1.00 per hand
\$10 – 20 with 6 or more	\$2, \$1, \$1	\$5, 5, 10	\$1.00	\$1.00	\$4.00 per hand
\$10 – 20 with 5 players	\$2, \$1, \$1	\$5, 5, 10	\$1.00	\$1.00	\$2.00 per hand
\$10 – 20 with 4 or fewer	\$2, \$1, \$1	\$5, 5, 10	\$1.00	\$1.00	\$1.00 per hand
\$10 – 20 Hi/Lo with 6 or more	\$2, \$1, \$1	-	\$1.00	\$1.00	\$4.00 per hand
\$10 – 20 Hi/Lo with 5 players	\$2, \$1, \$1	-	\$1.00	\$1.00	\$2.00 per hand
\$10 – 20 with 4 or fewer	\$2, \$1, \$1	-	\$1.00	\$1.00	\$1.00 per hand
\$15 – 30 with 6 or more	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$4.00 per hand
\$15 – 30 with 5 players	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$2.00 per hand
\$15 – 30 with 4 or fewer	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$1.00 per hand
\$15 – 30 Hi/Lo with 6 or more	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$4.00 per hand
\$15 – 30 Hi/Lo with 5 players	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$2.00 per hand
\$15 – 30 with 4 or fewer	\$5, \$5, \$5	\$5, 10, 15	\$1.00	\$1.00	\$1.00 per hand
\$30 – 60 with 6 or more	\$5, \$5, \$5	\$10, 20, 30	\$1.00	\$1.00	\$4.00 per hand
\$30 – 60 with 5 players	\$5, \$5, \$5	\$10, 20, 30	\$1.00	\$1.00	\$2.00 per hand
\$30 – 60 with 4 or fewer	\$5, \$5, \$5	\$10, 20, 30	\$1.00	\$1.00	\$1.00 per hand

Note: Designated table fees are taken before the draw and after the draw

\$17 is the cap for all collection games.

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the next highest game.

Half and Half games will pay the higher game rate.

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

**Hollywood Park Casino
POKER COLLECTION RATES
BUTTON GAMES: MEXICAN POKER
OTHER GAMES: CHINESE POKER**

Limits & Number of Players	Ante	Forced Bet	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$2 – \$4 with 6 or more players	\$0.50	\$2.00	\$1.00	\$1.00	\$2.50 per hand
\$2 – \$4 with 5 players	\$0.50	\$2.00	\$1.00	\$1.00	\$2.00 per hand
\$2 – \$4 with 4 or fewer players	\$0.50	\$2.00	\$1.00	\$1.00	\$1.00 per hand
\$3 – \$6 with 6 or more players	\$0.50	\$3.00	\$1.00	\$1.00	\$3.00 per hand
\$3 – \$6 with 5 players	\$0.50	\$3.00	\$1.00	\$1.00	\$2.00 per hand
\$3 – \$6 with 4 or fewer players	\$0.50	\$3.00	\$1.00	\$1.00	\$1.00 per hand
\$4 – \$8 with 6 or more players	\$0.50	\$4.00	\$1.00	\$1.00	\$3.00 per hand
\$4 – \$8 with 5 players	\$0.50	\$4.00	\$1.00	\$1.00	\$2.00 per hand
\$4 – \$8 with 4 or fewer players	\$0.50	\$4.00	\$1.00	\$1.00	\$1.00 per hand
\$6 – \$12 with 6 or more players	\$1.00	\$6.00	\$1.00	\$1.00	\$4.00 per hand
\$6 – \$12 with 5 players	\$1.00	\$6.00	\$1.00	\$1.00	\$2.00 per hand
\$6 – \$12 with 4 or fewer players	\$1.00	\$6.00	\$1.00	\$1.00	\$1.00 per hand
No-Limit with 6 or more players	\$1.00	\$5.00	\$1.00	\$1.00	\$4.00 per hand
No-Limit with 5 players	\$1.00	\$5.00	\$1.00	\$1.00	\$2.00 per hand
No-Limit with 4 or fewer players	\$1.00	\$5.00	\$1.00	\$1.00	\$1.00 per hand

Note: Designated table fees are taken when the first up-card and the third up-card are delivered

Chinese Poker	Buy-in	Collection per player per hand	Alternate Time Collection
\$10 Per Point	\$200	2.00	\$15
\$25 Per Point	\$500	4.00	\$18
\$50 Per Point	\$1,000	6.00	\$22

No Jackpot Drop is taken when a 9-handed game becomes 4-handed or fewer.

No Jackpot Drop is taken when an 8 or 7-handed game becomes 3-handed or fewer.

Tonk Rules

Tonk is played with a minimum of two and up to a maximum of five players. A standard fifty two card deck is used. The cards have the following values:

Picture Cards	10
Aces	1
All others	Face Value

Tonk is a 'Table stakes' game with individual table limits set by the house. Game limits and minimum buy-in amounts will be clearly posted at each table. The house per-hand fee will be collected and each player's wager placed into the betting circles before each hand is dealt.

The Deal

At the start of each new game, players will be dealt one card from a shuffled deck to determine who will be assigned the dealer button to indicate order of deal, with the button going to the high card.

Five cards are dealt to each player, clockwise, one at a time, beginning at the player in front of the dealer button (also known as the 'front'). The remaining undealt cards are held by the house dealer for players to draw from.

The Play

Any player whose initial hand contains a point total of either fifty or forty nine points upon the completion of the deal can immediately call 'tonk' and show their hand stopping any further play. A player with a hand of fifty wins the game and is paid double the wager (i.e. an additional amount equal to the size of the original bet) by each of the other players.

A player who calls 'tonk' with forty nine points wins the game but does not collect double the wager.

If two or more players each call 'tonk' at the start of the same hand and they have equal valued hands, they share in the winnings paid by the other players. If two or more players have a tonk of different value the highest tonk will win (i.e. one player has 49 and one player has 50, then 50 is the winner).

If no one tonks after all five cards are dealt, play of the hand begins. The goal is to minimize the total count of cards in your hand. This is accomplished by either of the following means:

- a) Drawing and discarding, forming cards into 'spreads' of three or four equal ranked cards (three queens, three kings, etc.) or 'spreads' of three or more consecutive cards of the same suit (five, six, seven all hearts, etc.)

The ace counts as low, next to a two in value.

- b) By adding cards to other players' previously played spreads (also referred to as 'hitting' another player's spread).

At each turn a player has two options:

- 1 A player may elect to end the game at the start of his turn by placing all of his cards face-up on the table. This is sometimes referred to as 'falling' and by doing so, they are claiming to have a lower count total in his/ her hand than any other player.
- 2 If a player does not 'fall' at the start of his play, he must take the top card from the draw deck or the discard pile and then attempt to reduce his hand by laying down a spread face-up on the table, or by 'hitting' a spread that has already been played on a previous turn. The play of the hand is then ended by discarding a card face up onto the top of the discard pile.

The game is won by the player who is first to get rid of all his/ her cards. The game is also over when a player has the lowest value of cards in their hand when someone stops the play.

End of Game Outcomes

Assuming no on tonks immediately after the deal, the game can end in any of three ways:

1. Player runs out of cards:

This may occur as a result of a player laying down a spread or hitting another player's spread, or as a result of this discard at the end of the player's turn.

The player who runs out of cards first wins the game. A player, who has run out of cards by laying down two spreads, is paid an additional amount equal to the initial wager (i.e. 'double') by each of the other players.

2. Someone 'falls' at the start of their turn:

In this case, all players expose the cards in their hand so their value can be totaled by the dealer. If the player who falls has the lowest point count, he wins the game and is paid the pot.

If the player who falls does not have the lowest count (also referred to as getting 'caught'), he must play an additional amount equal to the initial wager to the player in the game who has the lowest count. The player who actually had the lowest count is then awarded the pot.

3. The deck runs out:

Following the completion of hand by the player drawing the last card from the deck, all players expose the cards in their hands and the winner of the game is determined by the player with the lowest total.

In the event of a tie for lowest count between any two or more players, the pot is split equally between each player.

All In Bets

A minimum buy-in amount will be established for each game limit and will clearly be posted at each table. Once in a game, each player must post the minimum amount in front of him to pay any other players double as a result of any tonk conditions described above, will be declared to be 'al-in' at the start of the hand. Such a player will not himself be eligible to be paid double if he wins the game under these same conditions. He would, however, be eligible to be paid any amount due to him/ her from the pot if he otherwise wins or ties the hand.

Misdeals will be declared if:

- a) The button is out of position and deal has not been completed.
- b) Cards are dealt to wrong position and deal has not been completed.
- c) Cards have been dealt to empty seat or player with no wager.

Exposed cards:

On the deal: Player will receive another card after all players have received five cards. Exposed card will then be reshuffled into deck and draw will begin.

On the draw: Player must keep that card.

Draw/ Hit Card

There is no 'hit and hold'.

Players must keep any draw card once the card is touched.

Players may pick up a discard and use it as a hit.

Any card released by a player into the muck may not be retrieved.

No one is allowed to play over another player's chips.

Statements regarding the value of your hand are not binding. The cards will read for themselves.

Only one player per hand.

Asian Baccarat is a fast paced game that resembles Baccarat. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/ Dealer hand.

DEALING THE GAME

In the game, a dealing shoe is used to hold 8 decks of cards.

The house dealer deals 4 cards to the croupier in the following sequence:

- ◆ One card to the croupier, one card tucked under the corner of the shoe, one card to the croupier, and one card under the corner of the shoe.
- ◆ The dealer will take the two cards on of the croupier in the Player/ Dealer b Players hand. (See attachment A).
- ◆ The croupier will turn over the player's cards.
- ◆ All players making wagers against the Player/ Dealer will play the Players hand (as community cards).
- ◆ If the Players hand is 7,8, or 9 there will be no additional cards drawn for the Players hand.
- ◆ If the Players hand totals 4,5, or 6 each player betting against the Player/ Dealer will have an option to draw an additional card. (Example: Seat 1 wants to draw a card, seat 2 does not want an additional card, seat 3 and 4 want an additional card, etc.).
- ◆ The Player/ Dealer moves every two hands clockwise around the table in a continuous systematic rotation so that every player has the option of being the Player/ Dealer.

PLAYING THE GAME

- ◆ Each seat will receive a separate draw card in sequence, face down. That card will be added to the 2 community cards for the Players and compared against the Player/ Dealer hand.
- ◆ If the Players' cards total 3 or less, everyone wagering against the Player/ Dealer will receive an additional draw card.
- ◆ The Player/ Dealer hand will be turned over and if an additional card is requested, the Player/ Dealer will be given a card.
- ◆ The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player'/Dealer' hand.
- ◆ In Asian Baccarat, all tens and picture cards have a value of zero. If the value of the hand is a double-digit number, the first digit is disregarded. Example: A player

receives a jack and a six and draws an additional card of seven. $JACK + 6 + 7 = 13$. The value of the hand is now 3.

- ◆ The deck consists of 8 regular decks (416 cards). If the Player's hand is closer to 9 than the designated Player/Dealer hand, the Player wins. If the Player/Dealer and Player's hand add up to the same value, a "push" or tie results. In the event of a tie, no one wins or loses.
- ◆ The Player/ Dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against the Player/ Dealer and which Player will receive their draw cards first. The total count of the dice determines which seat is the "action spot."
- ◆ The Player/Dealer position is always 1, 9, and 17 regardless of how many players are seated.
- ◆ The draw begins clockwise from the Player/ Dealer, which makes the Player/ Dealer the last person to draw. All hands play against the Player/ Dealer hand to the extent that money covers.

WAGERING

Prior to the opening of the dice cup, each player in the game shall make a wager, which shall win if it ranks higher than the hand it opposes. All Player wagers shall be within table limits, after posting a collection. A wager made in accordance with these rules shall be void (push) when the point total of a Players hand ranks the same as the Player/Dealer hand.

- ◆ The Bank shall collect all losing wagers and play all winning wagers at the rate of 1 to 1, to the extent that money covers, beginning with the action position and proceeding clockwise.
- ◆ All wagers shall be made by placing gaming chips in the appropriate areas of the Asian Baccarat layout.
- ◆ All winning wagers will be paid in chips.
- ◆ Each player has the option of being the Bank for two consecutive hands on any betting position that played the previous hand. It does not matter who placed the previous bet; just that one was placed in that betting position.
- ◆ In the event of a dispute over play of the hand, the player with the most money in action will be allowed to make the decision whether to hit or stand.
- ◆ Control of a betting position always reverts to the seated active player.

RULES

- ◆ All action proceeds in a clockwise direction starting from the action button.
- ◆ The total count of the dice points after opening the dice cup determines which player has first action. The Player/Dealer position is always 1, 9, and 17, no matter how many players are seated. Example: If the dice point totals 8, the player to the Player/Dealer right will receive first action on the draw, the first player to the Players/Dealer left if offered the option of one additional card. The option continues until the Player/Dealer has the option of drawing the last card.
- ◆ A misdeal may be declared if:
 - A) The Player/ Dealer has the wrong number of cards
 - B) A foreign card appears on the table
- ◆ All exposed cards on the deal play. On the draw, an exposed card will be replaced after the Player/ Dealer has acted on his/her hand and before the Players hands are read. (An exposed card is defined as one that lands face up on the table due to a dealer or floorperson error).
- ◆ A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

- ◆ If the house dealer deals a card off the table, the card is a dead card and the player receives a card after the hand is complete.
- ◆ Players requesting an additional card must signal by scratching the table indicating a card is requested. Players not requesting an additional card must signal by waving their hand from side to side indicating no card is requested.
- ◆ When the Player /Dealer hand total 3 or less, the house dealer automatically draws a card for the Player/ Dealer.
- ◆ When the Player/ Dealer two card hand totals 7, 8, or 9 the hand automatically stands. (No additional card may be drawn).
- ◆ When the Player requests assistance on the play of a hand, the house dealer plays the hand according to the Hollywood Park Casino guidelines:
 - A) Draw on 5 or less, and
 - B) Stand on 6 or more
- ◆ After the Player/Dealer hand has been opened and set, the hand that has been set in the "Logical Way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.
- ◆ Once the Player/Dealer hand is open, no one else may act on his/her hand.
- ◆ After the dice cup is opened, the player may not touch or alter the wager. Penalty: possible forfeiture of that wager to the extent that money covers.
- ◆ If a Player misses the opportunity to draw, the floor supervisor may back up the draw cards in order for the player to receive the proper draw card.
- ◆ If the Player/ Dealer has not drawn a card, the house dealer must determine that the Player/ Dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
- ◆ If a card has been removed from the shoe because of a dealer error, the card will be placed directly under the shoe, and will be the next card in play.

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker.

The house dealer deals the cards into seven piles of seven cards. Six of the piles go to players and one pile goes to the banker. The banker shakes the dice cup, which contains three dice. The total on the dice cup determines who receives the first set of cards and also where the payoffs begin. The banker position is always 1, 8 and 15. With the seven cards each player receives, the player creates a two-card hand (Sometimes called the front hand). The two card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both ranked higher than the two hands made by the banker. Pai Gow Poker uses the same ranking of hands as in other high poker games.

All bets are against the banker. The player wins if both of his or her hands rank higher than those of the banker. A tie (Push) occurs if one hand is higher and the other is lower, no money changes hands. The banker wins if both of the players' hands are lower than the banker's hands. The banker wins all situations in which one player hand is identical to that of the banker (Referred to as copying a hand) and the other banker hand wins. The banker pushes in all situations in which one player hand is identical to that of the banker and the other banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clockwise. The banker's position is always 1, 8 and 15.
4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.
5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. In straight Pai Gow Poker: The joker may be used as an ace or to complete a straight or flush. In Pai Gow Poker "Joker Wild": The joker is wild and may be used as any card.
9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
10. Statements regarding the value of hands are not binding. The cards speak for themselves.

11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
16. Golden Horse and Main Floor:
 - a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
 - b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.
18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floorperson must immediately be called - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).

19. Main Floor: Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to HPC procedure only.

Golden Horse: Banker may ask for and receive an additional shuffle.

20. If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
21. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.
22. A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.

PAI GOW POKER WITH JOKER WILD

Hand	How to Play	Example
no pair	put 1st and 3rd highest in front, wild card in back	J 8 10 W 6 5 2
one pair	put pair in back. 2nd highest and wild card in front.	Q W K K 6 4 3
OR	put pair in front; if there is a single card higher than a pair, put wild card in back	8 8 Q W 6 4 3
big pair 3's and 2's	if you can put Ace and King in front, put small pair with Wild card in back. Otherwise, split	A K 2 2 W 10 5
two pairs with an Ace	always put Ace with Wild in front All the rest in back	A W K K J J 9
big pair is A's k's, Q's, J's	always put the highest pair in front. Small pair with Wild in back	Q Q J J W 9 8
big pair is 9's and below	put two pair behind, if you have a single card at least two card values higher than the largest pair. Otherwise, put the highest pair in front.	J W 9 9 6 6 5 9 9 6 6 W 7 5
three pairs	put highest pair in front	5 5 4 4 W 2 2
three of a kind	put the Wild card and the next highest card in front. three of a kind in back.	8 W K K K 3 2
two sets	put pair from highest set in front, four of a kind behind	K K W 7 7 7 K

straight, flush or straight flush	put the highest and Wild card in front. Leave complete hand	W 7 6 5 4 3 2
full house	put highest permissible pair in front	W 9 7 7 7 8 8
four of a kind	put four of a kind in back	W 9 J J J J 3
five aces	always put pair of aces in front	A A W A A 7 3

Pai Gow Poker with Joker Wild

Rules:

* Player has an Ace, Joker, 9 , 9 , 7, 3, 2 and places the Ace Joker in front with the pair of 9's in back, The Joker will count as a king and hand will not be fouled.

PAI GOW TILES

Description:

The game of Pai Gow comes to the United States from Asia. The games playing pieces are dominoes, commonly known as tiles.

Each player receives four tiles and makes two hands of two tiles each, a high hand and a second hand. The house dealer shuffles the tiles and the banker shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as a circle) at the table. The banker's hand is pushed toward the player's spot who is acting as the banker. The hand is then "Capped" and brought back in by the house dealer for safekeeping until all the players' hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the Dealer/ Banker. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand wins. The Dealer/ Banker pushes all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

The house dealer makes all payoffs, at even money, from the stack of the Dealer/ Banker.

PAI GOW TILES

Rules:

1. All action proceeds in a counterclockwise direction starting with the action button.
2. All tiles must be kept on the table. You may not show your tiles to, or discuss your tiles with any other player at any time when the game is in play.
3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.
4. All bets must be placed before the dice cup is opened.
5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the Dealer/ Banker being number one and proceeds counterclockwise. The Dealer/ Banker position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player immediately to the left of the Dealer/ Banker will receive the first four tiles. If the dice points total 17, the banker receives the first four tiles.
6. The point total of the dice also determines the position of the action button. An exception is when the banker position is indicated. In this case, the banker will receive the first four tiles, but the first player to the right (counter clockwise) of the banker receives the action button.
7. The house dealer deals the four tiles to every spot, regardless of whether a bet has been made at each spot. The house dealer returns the tiles from all of the empty spots to an area in front of the house dealer's tray.
8. You receive four tiles and set them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of the player. You may also allow the house dealer to set the tiles in a "logical" way (see chart).
9. The banker's tiles must be covered by a button until all the player's hands have been set. At that point, the banker sets his/ her hand.

10. After the banker's hand has been set, the house dealer will open the player's hands, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.
11. If a player wins, the house dealer leaves the tiles two by two in the shape of the letter "T" in front of the player's spot.
12. If a player loses, the house dealer brings the losing bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles).
13. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet on the circle

PAI GOW TILES

Logical Ways:

Pairs

Never split:

any 4s, 5s, 6s, 10s, or 11s.

May split:

12s with any combination of 4 or 5, 6, 7, 8, 9.

2s with any combination of 4 or 5, 6, 7, 8, 9.

9s with any combination of 2, 10, 12.

8s with any combination of 2, 10, 11, 12

7s with any combination of 2 10 11, 12.

Supreme With 4, 6

 With 5, 6

 With 6, 6

Always balance the front and back hands, with the following exceptions:

- 1) pair that is never split
- 2) wrong, gong or high 9 (teen or day 9)

If there is a choice between playing the wong, gong, and high 9, always play the high 9, if the front hand is high 3, or better (high 3 must contain the string bean 6 or higher tile).

With 2 and 12, always play the 2 in the front hand, except

2, 10, 11, 12 (then play high 2, low 3)

2, 4, 5, 12 (then play high 6, low 7)

When balancing, always play the highest tile possible in the front hand, except

8, 9, 10, 10 (then play high 9, low 8)

9, 10, 10, 11 (then play high 9, low 1)

Do not balance with: 2 or 12, 5, 10, 10, or any 6, 10, 10, 11 (then play 0, 7)

The only time the high 3 rule is not in effect is with 2, or 12, 8, 9, 4 (then play 3, gong)

PAI GOW TILES

Rules:

Exceptions:

Tile A	Tile B	Tile C	Tile D	Play
12	Supreme	5	any 6	7, 9
12	5	high 6	low 6	1, 8
11	Supreme	high 6	low 6	7, high 9
high 6	low 10	high 10	low 10	high 6, with low 10
7	high 8	high 10	low 10	high 7, low 8
7	low 8	any 10	11	8, 8
7	high 8	any 10	11	low 7, high 9
high 7, low 7	high 8	low 8	9	high 5, low 7

SUPER PAN NINE DESCRIPTION

Super Pan Nine is a fast-paced game that resembles Baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7's, 8's, 9s and 10's. The house dealer deals three cards to each player, including the banker. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the banker's hand.

All bets are against the Dealer/ Banker. The Dealer/ Banker hand is exposed and starting at the action spot, and moving in a clockwise direction, player's hands are exposed and compared to the Dealer/ Bankers hand. Wages are distributed after compared with the Dealer/ Bankers hand. The player wins if his or her hand ranks higher than those of the Dealer/ Bankers hand. The Dealer/ Banker wins if is or her hand ranks higher than those of the players hand. A tie (Push) results in no exchange of money.

In Super Nine, all picture cards have a value of zero. The value of the hand is the value of the "Ones" column in the total of the hand. For example, a player receives 6, 4, and 3 in the first three cards, the hand totals 13, but will only have a value of three. The player draws a 5. The hand will now total 8.

The banker shakes the dice cup to determine the "Action spot", that is, the position of the first hand that will be compared against that of the banker and which player is dealt to first. The total count of the dice cup determines which seat is the action spot. The banker's position is always 1, 9 and 17, regardless of how many players are seated.

The draw begins clockwise from the banker, which makes the banker the last player to draw. All hands play against the banker's hand to the extent that money covers.

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hand to, or discuss their hand with any other player any time during play.
3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9 and 17, no matter how many players are seated. Example: If the dice points total 8, the player to the banker's right will receive the first card AND has first action.

On the draw, the first player to the banker's left is offered the option of one additional card. The option continues to each player clockwise until the banker has the option of drawing the last card.

4. Players may look at only one hand, regardless of the number of hands on which have been wagered.
5. A misdeal will be declared if:
 - a. It has been determined before the deal is complete that cards have gone to the wrong spot.
 - b. The banker has the wrong number of cards.
 - c. A foreign card appears on the table
6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table).
7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
9. Statements regarding the value of a hand are not binding. The cards speak for themselves.
10. Each player who wishes a fourth card must request a card in turn by placing the cards in a horizontal position.
11. When the banker's three card hand totals 7, 8 or 9, the hand automatically stands (Plays as is).
12. When the bankers three card hand totals 4 or less, the house dealer automatically draws a card for the banker.
13. When a player requests assistance on the play of a hand, the house dealer plays the hand according to Hollywood Park Casino guidelines:
 - a. Draw on a 5 or less
 - b. Stand on 6 or more

After the banker's hand has been opened and set, the hand that has been set in the "Logical" way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.

14. Once the banker's hand is open, no one else may act on his or her hand.
15. After the announcement "All hands set" has been made, player may not touch or alter their wager. Penalty: Possible forfeiture of that wager to extent that money will cover.
16. If the bank hand has not been opened and a player incorrectly plays their hand and decides they need a card, we will back up the cards and the hand will be played the logical way with the exception of 5 or 6, which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded EVEN if the bank hand has been opened.
17. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.
18. A misdeal will not be declared after the draw has commenced, except when the banker's hand does not have three cards.
19. If a card has been removed from the shoe at the request of an active player, that card must play.
20. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).
21. All players are responsible for protecting their own hands. If the hand is fouled through carelessness with other cards, the wager will be forfeited to the extent that money covers.
22. A boxed card out of the shoe never plays.
23. If a player has an incorrect number of cards, their hand is fouled. It is the player's responsibility to notify the house dealer before the draw commences.
24. A banker partnership may consist of no more than three active players at the same time.

25. Cards must remain in view of the dealer at all times, or the player will risk a fouled and forfeiture of the wager.

26. If the dealer runs out of cards during the DEAL - it is a misdeal.
27. If the dealer runs out of cards during the DRAW - it is NOT a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn 1 card and will continue the draw. When the hand is complete, the cards will be changed.
28. The seated player will have the first option to bank on his spot, as long as there has been a bet on that spot the previous hand. If there was no wager, no one can bank on that spot. The banker may still lock up the seat by placing a collection there and asking for a "No action" hand.

The seated player will have the first option to take the bank if there has been a bet on the previous hand. If the seated player declines the bank, the person who bet on the spot the previous will have the option to bank on that spot. If he/she does not want the bank, the bank will pass to the next spot.

29. A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row, and a player objects, that player must wait one hand and then may shake again. If there is no objection, a player may shake as many times as he/she wants to. This rule is only in effect if someone at the table objects to a player shaking for more than two consecutive times.

NO BUST 21st CENTURY BLACKJACK

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Patent Number 5,503,401, Patent Number re: 36,255, Patent Number 6,170,828 and three additional patents pending.

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

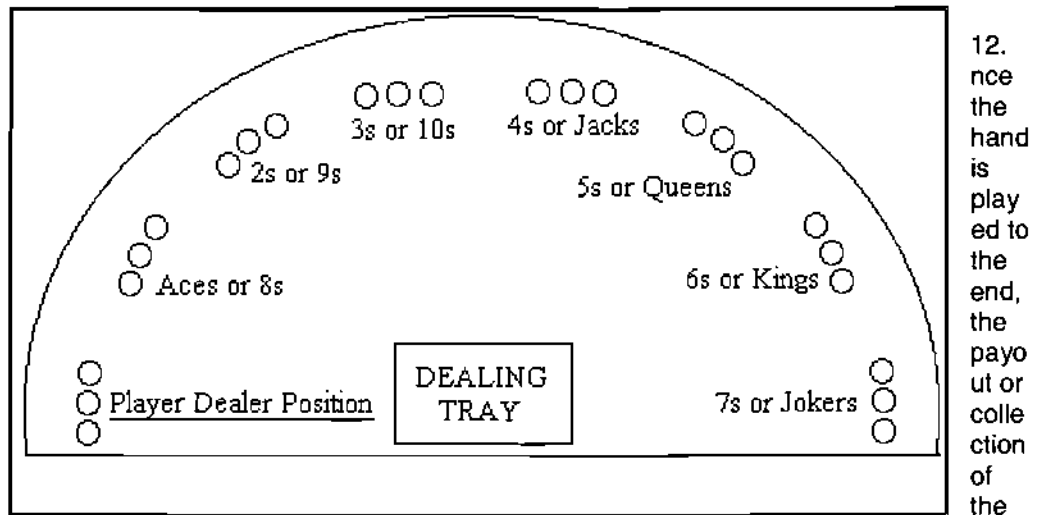
1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft & Hard 20</u> <u>Soft & Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

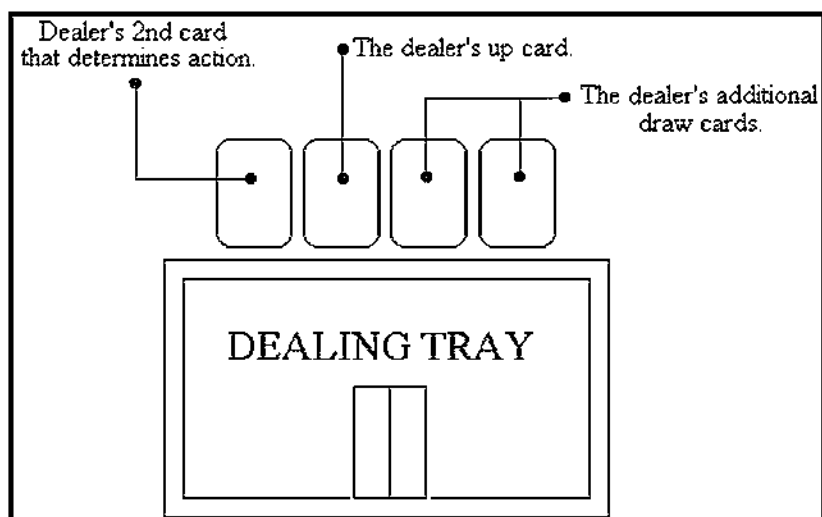
10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its

numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (The Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double down or split executed by a player, nor is their any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

General Rules for "No Bust" 21st Century Blackjack

Values:

Joker - can play as any card

Aces - 1 or 11

Kings - 10

Queens - 10

Jacks - 10

Deuces through 10's - face value.

21st Century Blackjack has eight numbered seats. To start a game we must first designate who will be the "Player-Dealer". The dealer will first ask the player in seat 1 (One) if they would like to bank. If the player in seat 1 (One) passes then we will ask seat 2 (Two) and so on. If all players choose not to bank, then we have no game. Once a player chooses to bank, the dealer will place a bank button in front of that player's seat number. All players will place their wagers and collections and the hand will begin.

\$2-10 limit - Player collection: .50 Banker : \$1.00

\$10-100 - Player collection : 1.00 Banker : \$2.00

The deal will start in seat one. Exception: If the bank is in seat one, the deal will start in seat 2

Each player receives 2 cards face up. The "Player-Dealer" will receive only one card to be dealt face up.

The draw will start in seat 1. Exception: If the bank is in seat one, the draw will start in seat 2

The object for the player is to have a higher point total than that of the "Player-Dealer" without going over 21.

If both the Player AND "Player-Dealer" have drawn to a point total higher than 21 ie. 24

A. If both the Player and "Player-Dealer" have the same point total that has gone over 21, then the "Player-Dealer" wins. (Example: Both have 24)

B. If the "Player-Dealer" has gone over 21 and has a higher point total than the Player, IT IS A PUSH (Neither hand wins and neither hand loses).

C. If the player has drawn over 21 and has a higher point total than the "Player-Dealer", the Player-Dealer wins.

Simply explained: If the Player goes over 21, they cannot win but they have a chance to "Push" ONLY if the Player-Dealer hits to a higher point total.

NATURALS: JOKER - JOKER

A joker - joker for the PLAYER pays 2-1 provided the bank money covers the wager. ** The exception is if both the Player AND Player-Dealer have "Naturals", then the hands are a "Push".

**If the Player-Dealer receives a Joker as an up card, they will receive their 2nd card in turn. The game will then be over. Players will NOT have an opportunity to draw. If a player has a tie hand with the Player-Dealer on their first two cards, they will push. All other hands will lose.

- A joker with ANY other card is a point total of 21 (Twenty one). If a player hits a point total of 16 and receives a joker, they now have a point total of "21"
- A joker and a six is the same value as an ace and a face card.
- If the Banker's second card is a JOKER:
 - All double down/ splits will be returned (player will lose only their original bet).
 - Any player that has a 21-point total will push the hand, no matter how many cards are drawn by the player. ANY TOTAL of 21 WILL PUSH (NOT LOSE).

Players Options:

Players may "Hit", "Stand", "Double-Down", "Split" or "Surrender"

Hitting - Taking one or more cards to improve point total.

Standing - Taking no cards. Player MUST hit "Hard" 11 or under if they choose NOT Split or Double Down.

Splitting - A player may choose to split a two card hand that contains a pair, or a hand of the same rank, ie. facecards (With the exception of Joker-Joker).

There are NO additional collections if player splits...

A player may split twice only. (A maximum of 3 hands).

Any two facecards may be split. When a player chooses to split, the cards are separated. The initial wager is placed behind the card closest to seat 1. The split money is placed behind the card closest to seat 8. If the hand is to be split again the additional wager(s) would be placed behind the third card. Split money must be the EXACT amount as the initial wager and also made to look Exactly the same.

**** Note-** When there are multiple players and the player with the most money in action wants to split and the other players do not have enough money to split, they will play the hand in the circle #1 betting spot.

Doubling Down- Players may double down on any TWO card hand totaling 19 or less. Players may also Double Down after a split. Player may Double Down for less than their original bet provided it is the table minimum. (Example: In a \$10-100 game a player wagers 15 dollars and wants to double down for \$5.00. He cannot. If the table minimum is \$10.00 they must double down for \$10.00). Double down money is to be placed directly behind the players initial wager. The dealer will then place the double down card FACE UP and SIDEWAYS.

Surrendering - A player may choose to surrender any hand only on the FIRST TWO cards.

Players will relinquish half of their wager on a surrender.

Note: **.50 chips do not play in the 10-100, therefore if a player wagers \$25 and surrenders their wager, the player will receive \$13.00 back and the "Player-Dealer" will receive \$12.00.

Once a hand has been "Split", neither of the two split hands may be surrendered.

When there are multiple players and the player with the most money in action chooses to surrender, the additional players may STILL play that hand.

Player Dealer: MUST HIT on "Soft" 17 and below
MUST STAND on "HARD" 17 and above

Player: Must HIT a "Hard" 11 and below IF they choose not to "Split"
or "Double-Down"
Must STAND - "Soft" 20 (Twenty)
***Hard" 20 - Must stand UNLESS they choose to "Split"
OPTION on 12 through 19

WAGERING RULES - Betting and Banking

Betting circles: In all "Banking" games there are usually 3 (Three) betting circles.

A player may wager \$10-100 or \$2-\$10 depending on the game limit. In a \$10-100 game a player may wager a maximum of \$100 in each of the three betting circles. (That is a \$300.00 wager on the same hand) Each increment of a \$100.00 wager would require a collection of \$1.00.

****A player may elect to wager \$600.00 (6 separate \$100.00 wagers on the same hand). THIS MAY ONLY BE DONE IF THE BANKER ("Player-Dealer") COVERS 100% OF ALL WAGERS ON THE TABLE**

In the \$2 - \$10 limit game, a player may wager a maximum of \$60.00 (6 wagers of \$10.00 increments) provided the Player - Dealer covers 100% of all wagers on the table including the \$60.00 wager

Backliners: A seated player may wager In the #1 betting circle. A backliner is seated at the table who may place a wager on the #2 betting circle. If a seated player wagers \$20 on the #1 betting circle, a backliner may wager \$10 on TOP of the seated players wager (Usually to save the collection). The seated player has the right to OBJECT to a backliner placing their wager on TOP of the seated players money AT ANY TIME, although if there is no wager on the #2 or #3 circle the backliner has the right to bet there.

Money in Action:

Player with the MOST money in action has the right to play the hand as they choose. If the seated player has \$20.00 wagered and the backliner has \$40.00 wagered on the #2 betting circle, the backliner will be able to choose how the hand is to be played. If both the \$20 and \$40.00 is placed on the #1 circle, then whomever paid the collection has the right to choose how to play the hand.

House Way

In Pai Gow Poker and Pan 9 players may ask the dealer to set up their hand in a "Logical" way, also known as "House way". The dealer will set up the cards based on a chart. There is NO "House way" In 21st century B.J. We cannot suggest to a player as to how their hand should be played.

Player signals: Players must tap the table with their hand for card and wave their hand for NO card.

No bet no bank: If there was no bet on a spot. Players are not entitled to bank there.

Kum-Kum Two players wager on the same betting circle.

Banker has a “Natural” and players have split or double down:

All double down and splits will be returned to the players. Players will lose ONLY their original bet. All other wagers will be returned.

COLLECTION RATES
Hollywood Park Casino

Hold'em	Buy-in	Blinds		Jackpot Drop	Collection Per Hand*** 7 Players or More	Collection Per Hand*** 6 or Fewer Players
2-4	\$20	1.00-2.00	—	1.00	3.00	2.00
3-6	\$30	1.00-3.00	—	1.00	3.00	2.00
4-8	\$40	2.00-4.00	—	1.00	4.00	3.00
6-12	\$60	2.00-6.00	—	1.00	4.00	3.00
8-16	\$80	4.00-8.00	—	1.00	4.00	3.00
9-18	\$90	3.00-9.00	—	1.00	4.00	3.00
Omaha Hi-Lo	Buy-in	Blinds	Pot Qualifier		Collection Per Hand*** 7 Players or More	Collection Per Hand*** 6 or Fewer Players
2-4 Kill*	\$40	2.00	\$40	1.00	3.00	2.00
3-6 Kill*	\$60	3.00	\$60	1.00	3.00	2.00
4-8 Kill*	\$80	4.00	\$80	1.00	4.00	2.00
6-12 Kill**	\$60	6.00	\$60	1.00	4.00	2.00
8-16 Kill**	\$80	8.00	\$80	1.00	4.00	2.00
9-18 Kill**	\$90	9.00	\$90	1.00	4.00	3.00
Hold 'Em Hi-Lo						
3-6	\$30	1.00-3.00	---	1.00	3.00	2.00
Pineapple						
3-6 Kill	\$60	1.00-3.00	\$40	1.00	3.00	2.00
Lowball						
3-6	\$30	3.00	---	1.00	3.00	2.00
Mexican Poker	Buy-in	Forced Bet	Ante	Jackpot Drop	Collection Per Hand*** 6 or more Players	Collection Per Hand*** 5 or Fewer Players
2-4	\$20	\$2	0.50	1.00	2.50	2.00
3-6	\$30	\$3	0.50	1.00	3.00	2.00
4-8	\$40	\$4	0.50	1.00	3.00	2.50
6-12	\$60	\$6	1.00	1.00	4.00	3.00
No Limit	\$100	\$5	1.00	1.00	4.00	4.00
7 Stud	Buy-in	Forced Bet	Ante	Jackpot Drop	Collection Per Hand*** 7 or more Players	Collection Per Hand*** 6 or Fewer Players
6-12	\$60	2.00	1.00	1.00	3.00	2.00
					Collection Per Hand*** 7 or more Players	Collection Per Hand*** 6 or Fewer Players
3-6	\$30	1.00	0.50	1.00	3.00	2.50
2-4	\$20	1.00	0.50	0.50	3.00	2.50
1-2	\$20	1.00	0.50	0.50	3.00	2.50
7 Stud Hi-Lo					Collection Per Hand*** 7 or more Players	Collection Per Hand*** 6 or Fewer Players
3-6 Kill	\$60	1.00	0.50	1.00	3.00	2.50
3-6	\$30	1.00	0.50	1.00	3.00	2.50

- A jackpot fee is collected each hand. The jackpot fee is taken from:
 - the button in blind games except for \$4-8 and higher hold'em where it is taken from the small blind
 - the antes in ante games

* Full Kill

** Partial Kill

*** In all games, *Per Hand Collections* are taken from the pot after the drop, before the flop

Hollywood Park Casino TOP SECTION COLLECTION RATES

Hold'em / Omaha Hi-Lo/ Omaha Hi / Cal. Lowball / KC Lowball / No-Limit and Pot-Limit Hold'em and Lowball / *Mixed Games	Buy-in	Blinds	Individual collection (per half hour)
10-20	\$100	(5.00)** 5.00 – 10.00	5.00
15-30	\$150	(5.00) 10.00 – 15.00	6.00
20-40	\$200	(10.00) 10.00 – 20.00	7.00
30-60	\$300	(10.00) 20.00 – 30.00	8.00
40-80	\$400	(20.00) 20.00 – 40.00	9.00
50-100	\$500	(25.00) 25.00 – 50.00	9.00
60-120	\$600	(20.00) 40.00 – 60.00	10.00
75-150	\$750	(25.00) 50.00 – 75.00	10.00
80-160	\$800	(40.00) 40.00 – 80.00	11.00
100-200	\$1,000	(50.00) 50.00 – 100.00	12.00
150-300	\$1,500	(50.00) 100.00 – 150.00	13.00
200-400	\$2,000	(100.00) 100.00 – 200.00	14.00
300-600	\$3,000	(100.00) 200.00 – 300.00	15.00
400-800	\$4,000	(200.00) 200.00 – 400.00	16.00
No-Limit & Pot Limit Hold'em & Lowball	\$200	5.00 – 5.00	6.00
	\$400	5.00 – 10.00	7.00
	\$600	10.00 – 25.00	10.00

7 Stud / 7 Stud Hi-Low	Individual Ante	Total Collection 7 or 8 Players	5 or 6 Players	4 Players	3 or 2 Players
5-30	2.00	4.00	2.00	1.00	.50
20-40	3.00	4.00	2.00	1.00	.50
25-50	3.00	4.00	2.00	1.00	.50

7 Stud / 7 Stud Hi-Low / Razz	Buy-in	Individual Ante	Forced Bet	Individual collection (per half hour)
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	25.00	10.00
100-200	\$1,000	25.00	25.00	11.00
150-300	\$1,500	25.00	50.00	12.00
200-400	\$2,000	50.00	50.00	13.00
300-600	\$3,000	75.00	100.00	14.00
400-800	\$4,000	100.00	100.00	15.00

Chinese Poker	Buy-in	Collection (per half hour)
\$10 Per Point	\$200	7.00
\$25 Per Point	\$500	10.00
\$50 Per Point	\$1,000	12.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit. **The designated blinds in parenthesis are used for lowball-type games. Hold'em games use two blinds.

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals, instead). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds adjusted accordingly.

Opinion

It is our opinion that Hold'em does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that you are playing the board before you throw your cards away; otherwise relinquish all claims to the pot.

Collection Rates for Hold'em

Hold'em	Buy-in	Blinds		Collection Blind* (Total Collection)	6 Players or less
1-2	\$20	0.50-1.00	---	2.00	1.00
2-4	\$20	1.00-2.00	---	3.50	2.00
3-6	\$30	1.00-3.00	---	3.00	2.00
4-8	\$40	2.00-4.00	---	3.00	2.00
6-12	\$60	2.00-6.00	---	3.00	2.00
8-16	\$80	4.00-8.00	---	4.00	3.00
9-18	\$90	3.00-9.00	---	4.00	3.00

* In all games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

Top Section Collection Rates (time collections)

Hold'em / Omaha / *Mixed Games	Buy-in	Blinds	Individual collection (per half hour)
10-20	\$100	5.00 – 10.00	5.00
15-30	\$150	10.00 – 15.00	6.00
20-40	\$200	10.00 – 20.00	7.00
30-60	\$300	20.00 – 30.00	8.00
40-80	\$400	20.00 – 40.00	9.00
50-100	\$500	25.00 – 50.00	9.00
60-120	\$600	20.00 – 30.00	10.00
75-150	\$750	50.00 – 75.00	10.00
80-160	\$800	40.00 – 80.00	11.00
100-200	\$1,000	50.00 – 100.00	11.00
150-300	\$1,500	100.00 – 150.00	12.00
200-400	\$2,000	100.00 – 200.00	13.00
300-600	\$3,000	200.00 – 300.00	14.00
400-800	\$4,000	200.00 – 400.00	15.00
Pot Limit Hold'em	\$200	5.00 – 5.00	6.00
Pot Limit Hold'em	\$400	5.00 – 10.00	7.00
Pot Limit Hold'em	\$1500	10.00 – 25.00	10.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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OMAHA HIGH-LOW SPLIT (8-or better) and Omaha

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Opinion

It is our opinion that Omaha and Omaha Hi-Lo 8 Eight or Better do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

Rules of Omaha High-Low Split (8-or-B

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low-split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

Collection Rates for Omaha Hi-Lo 8 or Better

Omaha Hi-Lo	Buy-in	Blinds	Pot Qualifier	Collection Blind (Total Collection)	6 or Fewer Players
2-4 Kill	\$40	1.00-2.00	\$30	3.00	2.00
3-6 Kill	\$60	1.00-3.00	\$40	3.00	2.00
6-12 Kill	\$100	2.00-6.00	\$80	4.00	3.00
9-18 Kill	\$120	3.00-9.00	\$90	4.00	3.00
12-24 Kill	\$180	6.00-12.00	\$150	4.00	3.00

* In all games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

Top Section Collection Rates

Hold'em / Omaha / Omaha Hi-Lo *Mixed Games	Buy-in	Blinds	Individual collection (per half hour)
10-20	\$100	5.00 - 10.00	5.00
15-30	\$150	10.00 – 15.00	6.00
20-40	\$200	10.00 – 20.00	7.00
30-60	\$300	20.00 – 30.00	8.00
40-80	\$400	20.00 – 40.00	9.00
50-100	\$500	25.00 – 50.00	9.00
60-120	\$600	20.00 – 30.00	10.00
75-150	\$750	50.00 – 75.00	10.00
80-160	\$800	40.00 – 80.00	11.00
100-200	\$1,000	50.00 – 100.00	11.00
150-300	\$1,500	100.00 – 150.00	12.00
200-400	\$2,000	100.00 – 200.00	13.00
300-600	\$3,000	200.00 – 300.00	14.00
400-800	\$4,000	200.00 – 400.00	15.00
Pot Limit Hold'em	\$200	5.00 - 5.00	6.00
Pot Limit Hold'em	\$400	5.00 - 10.00	7.00
Pot Limit Hold'em	\$1500	10.00 – 25.00	10.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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Collection Rates for Omaha High

Omaha High	Buy-in	Blinds		Collection Blind* (Total Collection)	6 Players or less
1-2	\$20	0.50-1.00	---	2.00	1.00
2-4	\$20	1.00-2.00	---	3.00	2.00
3-6	\$30	1.00-3.00	---	3.00	2.00
6-12	\$60	2.00-6.00	---	4.00	3.00
9-18	\$90	3.00-9.00	---	4.00	3.00

* In all games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Opinion

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straight or flushes.

6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In any of the above situations, the player who is now high on the board using all the upcards will start the action. In any of the above situations, the player who is now high on the board using all the upcards will start the action.
18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

Collection Rates for 7-Card Stud

7-Card Stud	Buy-in	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	6 Players	5 Players
1-2	\$20	1.00	0.50	3.00	2.00	1.00
2-4	\$20	1.00	0.50	3.00	2.50	2.00
3-6	\$30	1.00	0.50	3.00	2.50	2.00
6-12	\$60	2.00	1.00	3.00	3.00	2.00

Top Section Rates

Stud / Stud Hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	3 or 2 Players
10-20	1.00	3.00	2.00	1.00	0.50 per hand
15-30	2.00	3.00	2.00	1.00	0.50 per hand
20-40	3.00	3.00	2.00	1.00	0.50 per hand
25-50	3.00	3.00	2.00	1.00	0.50 per hand

Stud / Stud Hi-Low / Razz	Buy-in	Individual Collection	Forced Bet	Individual collection (per half hour)
25-50	\$250	5.00	5.00	8.00/7.00
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	25.00	10.00
80-160	\$800	20.00	20.00	11.00
100-200	\$1,000	25.00	25.00	11.00
150-300	\$1,500	25.00	50.00	12.00
200-400	\$2,000	50.00	50.00	13.00
300-600	\$3,000	75.00	100.00	14.00
400-800	\$4,000	100.00	100.00	15.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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RAZZ

The lowest hand wins the pot. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Opinion

It is our opinion that Razz does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
6. All seven-card stud rules apply in razz except as otherwise noted.

Collection Rates for Razz

Razz	Buy-in	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	6 Players	5 Players
1-2	\$20	1.00	0.50	2.00	2.00	1.00
2-4	\$20	1.00	0.50	2.50	2.50	2.00
3-6	\$30	1.00	0.50	3.00	2.50	2.00
6-12	\$60	2.00	1.00	3.00	3.00	2.00

Top Section Rates

Stud / Stud Hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	3 or 2 Players
10-20	1.00	3.00	2.00	1.00	0.50 per hand
15-30	2.00	3.00	2.00	1.00	0.50 per hand
20-40	3.00	3.00	2.00	1.00	0.50 per hand
25-50	3.00	3.00	2.00	1.00	0.50 per hand

Stud / Stud Hi-Low / Razz	Buy-in	Individual Collection	Forced Bet	Individual collection (per half hour)
25-50	\$250	5.00	5.00	8.00/7.00
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	25.00	10.00
80-160	\$800	20.00	20.00	11.00
100-200	\$1,000	25.00	25.00	11.00
150-300	\$1,500	25.00	50.00	12.00
200-400	\$2,000	50.00	50.00	13.00
300-600	\$3,000	75.00	100.00	14.00
400-800	\$4,000	100.00	100.00	15.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting of pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better) except as otherwise noted.

LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are Ace-to-five Lowball (also known as California Lowball), and Deuce-to-seven Lowball (also known as Kansas City Lowball). In Ace-to-five Lowball, the best hand is 5-4-3-2-A and in Deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of Lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "kill pots" are listed in the kill pots section.

1. Cards Speak: Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multihanded pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*
2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.
3. In ace-to-five Lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.
4. The joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:
 - a. To wait for the big blind.
 - b. To kill the pot (double the limit for that hand by posting double the amount of the blind).
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
7. Half a blind or more constitutes a full blind.
8. In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.
9. In limit ace-to-five Lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. The exposed card is used as the burn card. If two cards are exposed on the deal that require replacement, it will result in a misdeal. After the draw, an exposed card cannot be taken. The draw is completed to each player in order, and then the exposed card is replaced.
10. Any player may draw up to five consecutive cards.
11. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.
12. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request (including the burn card).
 - b. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obligated to respond and the dealer cannot respond.
14. In limit play, a bet and six raises is allowed in all multihanded pots.
15. In limit play, check-and-raise is not permitted.
16. The minimum opening bet is the size of the large blind (unless otherwise posted).
17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.
19. In ace-to-five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
20. The collection is taken from the pot.

Deuce-to-seven (Kansas City Lowball)

In deuce-to-seven Lowball, otherwise known as Kansas City Lowball, the worst conventional poker hand wins. (An exception is that 5-4-3-2-A is not considered to be a straight but, rather, an A-5 high. So it beats other A-high hands and pairs.) The game is played with a 52-card deck; no joker is used. Unlike California Lowball, straights and flushes *do* count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

Rules of Deuce-to-seven

The rules for deuce-to-seven Lowball are the same as those for ace-to-five Lowball, except for the following differences:

1. The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against the value of your hand, and aces are considered high only.
2. Before the draw, an exposed card of 7, 5, 4, 3, or, 2 must be taken. Any other exposed card including a 6 must be replaced.
3. Checking and raising is permitted..

No-limit and Pot-limit Lowball

All the rules for no-limit and pot-limit poker (see section 12) apply to no-limit and pot-limit Lowball. All other Lowball rules apply, except as noted.

1. In no-limit ace-to-five Lowball, the player must take an exposed card of A, 2, 3, 4, or 5, before the draw and any other card must be replaced. In deuce-to-seven Lowball, a 2, 3, 4, 5, or 7 must be taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.
2. After the draw, a player may check any hand without penalty.
3. Checking and raising is permitted.

Collection Rates for Lowball and Deuce to Seven

Lowball *Mixed Games	Buy-in	Blinds	Individual collection (per half hour)
10-20	\$100	5.00 – 5.00 – 10.00	5.00
15-30	\$150	5.00 – 10.00 – 15.00	6.00
20-40	\$200	10.00 – 10.00 – 20.00	7.00
30-60	\$300	10.00 – 20.00 – 30.00	8.00
40-80	\$400	20.00 – 20.00 – 40.00	9.00
50-100	\$500	25.00 – 25.00 – 50.00	9.00
60-120	\$600	20.00 – 40.00 – 60.00	10.00
75-150	\$750	25.00 – 50.00 – 75.00	10.00
100-200	\$1,000	50.00 – 50.00 – 100.00	11.00
150-300	\$1,500	50.00 – 100.00 – 150.00	12.00
200-400	\$2,000	100.00 – 100.00 – 200.00	13.00
300-600	\$3,000	100.00 – 200.00 – 300.00	14.00
400-800	\$4,000	200.00 – 200.00 – 400.00	15.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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NO LIMIT AND POT-LIMIT POKER

In No-Limit Hold'em Pot-Limit Hold'em , all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

No-Limit Hold'em and Pot-Limit Hold'em use a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals, instead). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds will be adjusted accordingly.

Opinion

It is our opinion that No-Limit Hold'em and Pot-Limit Hold'em do not qualify as a lottery because they are not a percentage game and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful

No-limit Rules

All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section.

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. However, Player A can raise — after Player C goes all in — because he was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.
4. A wager is not binding until the chips are actually released into the pot.
5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
6. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

9. The casino does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.
10. For those special rules that apply only to no-limit and pot-limit Lowball, see the section at the end of Section 8 — Lowball.

Pot-limit Rules

The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

11. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
12. In pot-limit Hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of smallest chip used in the game.
13. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
14. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, including the most recent \$50 bet, when it's your turn to act, you can wager \$200 total — \$50 to call the bet, making the pot \$150, and \$150 to raise by the size of the pot following your call.
15. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
16. In pot-limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if even if all other players just call the straddle.

Collection Rates for No-Limit and Pot-Limit Hold'em

No-Limit Hold'em and Pot-Limit Hold'em	Buy-in	Blinds	Individual collection (per half hour)
10-20	\$100	5.00 - 10.00	5.00
15-30	\$150	10.00 – 15.00	6.00
20-40	\$200	10.00 – 20.00	7.00
30-60	\$300	20.00 – 30.00	8.00
40-80	\$400	20.00 – 40.00	9.00
50-100	\$500	25.00 – 50.00	9.00
60-120	\$600	20.00 – 30.00	10.00
75-150	\$750	50.00 – 75.00	10.00
100-200	\$1,000	50.00 – 100.00	11.00
150-300	\$1,500	100.00 – 150.00	12.00
200-400	\$2,000	100.00 – 200.00	13.00
300-600	\$3,000	200.00 – 300.00	14.00
400-800	\$4,000	200.00 – 400.00	15.00
Pot Limit Hold'em	\$200	5.00 - 5.00	6.00
Pot Limit Hold'em	\$400	5.00 - 10.00	7.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

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MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards with a joker. The 8s, 9s and 10s are removed.

To receive a hand, each player posts an ante. The cards are dealt clockwise, starting from the first player in front the dealer button. The dealer button advances after each hand is complete.

Each player receives a total of five cards, of which one card must be facedown. After the first two cards are dealt (one up and one down), a betting round begins with the high card, clockwise, from the dealer button. The player with the high card makes a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be completed prior to the third card being delivered. The next card may be dealt up or down depending on whether the prior down card was exposed. After the third card has been delivered, the next round of betting occurs.

The fourth and fifth cards are then dealt and played in the same manner. Once the action is complete, the player with the highest ranking hand wins the pot. In this game, a flush beats a full house.

Opinion

It is our opinion that Omaha and Omaha Hi-Lo 8 Eight or Better do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

Rules for Mexican Poker

1. The joker is "wild" in all cases when it is dealt facedown. However, when the joker is dealt faceup, it can only be used as an ace or to complete a straight or flush hand.
2. The player with the highest card clockwise from the dealer button makes a mandatory opening bet. (When the joker is dealt faceup, it will be considered an ace for the purposes of determining the opening bet.) The opening bettor has the option of opening at either the lower or the upper limit.
3. The highest ranking hand starts the action on all betting rounds. Hands are considered to be of equal value even when one hand includes the joker. The hand closest to the dealer button acts first.
4. If any downcard is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in." If the joker is inadvertently exposed, it will play as if it had been dealt facedown -- which is "wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8s, 9s, and 10s from the deck: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, or 7-J-Q-K-A
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared unless two or more players have acted. In this case, action is accepted and there is no misdeal. A hand with an improper number of cards is a dead hand.
7. Because cards on 3rd, 4th or 5th streets are dealt either faceup or facedown, any cards dealt out of sequence on these rounds will be moved faceup to their correct position and the round of dealing finished. Betting is not allowed on this round. The next round is dealt and betting resumes. Any bet made on the round where the error occurred is returned to the player.
8. Except when designating a card to be played faceup, an exposed card plays as the downcard.
9. Following the delivery of the second card, a card will be burned on each subsequent round.

10. Check and raise is permitted.
11. All raises must at least be equal to the size of the last bet.
12. Cards speak -- hold your hand until you are sure of what your opponent's hand.
13. Once any card touches the muck, the hand is dead.
14. No string raises.
15. One short buy-in may be made after each full buy-in.
16. Only the player with the dealer button may ask for an additional shuffle. The deal rotates clockwise.
17. If cards are shown to one player during or after a hand, any player at the table may demand that those cards be shown to all the players at the table once a winner is determined.
18. No rabbit hunting. Once the cards are out of play, no one can look through the discards or ask the dealer which card is coming off the deck.
19. All players must act in turn. If all players check, the player who checked first must show his/her hand first.
20. A player who bets or calls by releasing chips into the pot is bound by that action. However, if the player is unaware that the pot has been raised, the player may withdraw that money and reconsider the action, provided that no one else has acted afterward.
21. All HOLLYWOOD PARK Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Collection Rates for Mexican Poker

Mexican Poker	Buy-in	Forced Bet	Individual Collection	Total Collection 6 or 7 Players	5 Players or less
2-4	\$20	2.00	0.50	2.50	2.00
4-8	\$40	4.00	0.50	3.00	2.00
6-12	\$60	6.00	1.00	3.00	2.00
No-Limit	\$100	5.00	5.00	3.00	3.00
No-Limit	\$500	10.00	10.00	5.00	5.00

13-Card/Chinese Poker

Chinese Poker is one of many Asian-style card games that were played in China and Vietnam for centuries. It is also called 13-Card poker. The game is played with a regular deck of 52 cards without a Joker. All regular poker rankings apply.

The game is played with a maximum of four players. Each player receives 13 cards that must be arranged to form three segments. The front segment has three cards. The middle and back segments have five cards each. The player must set the strongest hand in the back; second strongest hand in the middle, and remaining cards in front. The hand must maintain the 3-5-5 order. The hand is considered "fouled" if these basic rules are not followed.

The object of the game is for the player to compare each segment of his or her hand against the segments of the other players' hands. Starting with the player who sits to the left of the dealer button and moving clockwise, the hands are compared, segment by segment.

Settlement of wagers is based on points awarded for each hand. In the basic point system, each segment counts as one point. If a player wins two segments and loses one segment, the player wins one point from the opponent.

Several versions of this game exist which use a bonus system for making certain hands. These versions are commonly called, the Western version, the Eastern version and the Mandarin version.

Opinion

It is our opinion that Chinese/13 Card Poker does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules for Chinese Poker

1. The buy-in is twenty times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.
2. Players may surrender their hands before the showdown by paying a point penalty.
3. All hands should be set in the order on the table (3-5-5 combination) before any hands are opened.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. When playing with "Clean Sweeps:"
 - a. The clean sweep hand wins automatically.
 - b. Players must declare all clean sweep hands before the showdown.
 - c. The clean sweep hands may not be viewed until the showdown.
 - d. Players having clean sweep hands that are equal in rank value will not collect from each other, but will be paid by the other players in the game.

6. If a player fails to set his or her hand in the proper rank order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each of the opponents.
7. If a player declares a Clean Sweep hand, but cannot produce it, that player must pay each opponent according to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender; the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is the first clockwise to the dealer button will be recognized as the first to make the declaration.
8. In an all-in situation, the settlement of wages starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
9. Before the showdown, a misdeal will be declared if:
 - a. Five or more cards are exposed by the dealer.
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck.
 - d. A foreign card appears.
10. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.
11. On the showdown, if a player's hand contains two of the same cards, then the player has a fouled hand. If two of the same cards belong to different players, that hand will be declared a misdeal.
12. Less than five exposed cards or boxed cards will play as dealt.
13. A, 2,3,4,5 is the smallest straight.

Chinese Poker Payoff Chart

Hand Segment	Basic Points		Bonus Points	
	Winning	Losing		
Front	+1	-1	Three of a kind	3 points
Middle	+1	-1	Straight flush or better	10 points
			Four-of-a-kind	8 points
			Full house	2 points
Back	+1	-1	Straight flush or better	5 points
			Four of a kind	4 points

Clean Sweep Hands

Name of Hand	Description	Bonus
Golden Dragon Hand	Ace to King of the same suit	13 points
Silver Dragon (all red or black)	Ace to king of the same color	13 points
Dragon Hand	Ace to king of any suit	13 points
All Reds of All Blacks	13 cards of the same color	13 points
Minor Hand	Cards between 2 and 9 of any suit	6 points
Senior Hand	Hands with aces, kings, queens, jacks and tens only	6 points
Six Wheel Hand	Six pairs, including four-of-a-kind	3 points
Three Flush Hand	All segments have a flush	3 points
Three Straight Hand	All segments have a straight	3 points

KILL POTS

In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.]

Rules of Kill Pots

1. In Lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game.
 - c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed *only* if the pot is at least five times the size of the upper limit of the game.
6. In Lowball, players may look at their first two cards and then decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.

7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot with the kill button faceup, you must complete the bet or forfeit any money you have put in the pot.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.
10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

DRAW POKER (JACKS-OR-BETTER)

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw. In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multi-handed pots. Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot. Five aces is the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the openers first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has

been a raise, two or more players call the opening bet, or all action is completed before the draw.

5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.

6. An opener may be allowed to retrieve his or her hand to prove openers at the floorman's discretion.

7. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.

8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.

9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).

10. After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.

11. The joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.

13. Any player may draw up to five consecutive cards.

14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player

to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five card hand.

15. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

16. You may change the number of cards you wish to draw, provided:

- a. No cards have been dealt off the deck in response to your request.
- b. No player has acted in any way on his or her hand based on the number of cards you have requested.

17. Cards that are exposed face up by the dealer before the draw must be kept.

18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.

19. Checking and raising is permitted.

20. A maximum of a bet and six raises is permitted in multi-handed pots.

21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

23. Even if you are all-in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all-in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy-in again, you must wait until the pot has been legally opened and someone else has won it

before you can resume playing.

24. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips.

Introduction

The exact origin of Posoy is unknown, but it has been played in the Asian community for many years, especially in the Philippines.

The game is played with a regular fifty-two-card deck, and a standard Poker Ranking is applied. Four players, any one of which can be the player/dealer, are dealt thirteen cards each, starting from the Action Button clockwise and must arrange those cards to form three Poker hands:

- (1) A three card front segment (straights and flushes do not count in the three card segment),
- (2) A five card middle segment, and
- (3) A five card back segment.

*To be valid, the front segment may not rank higher than the middle segment, and the middle segment may not rank higher than the back segment.

Objective

*The object of the game is for a player to set his three segments in such a manner that they beat the respective segments of the dealer. Should a player or player/dealer fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hands are considered fouled and that player forfeits all wager. When all the players/dealer has set their hand, the cards are turned face up. Each player compares his three segments against the hand of the **dealer**, one player at a time, beginning with the ciron player and moving clockwise around the table.*

Rules of Play

1. Collections are taken in advance.
2. All cash must be changed to chips.
3. All cards must stay on the plane of the table.
4. The dealer wins all hands which are identical in value (copy).
5. The action button is determined by a random selection device, a cup with 2 dice, which is used to start the deal clockwise from the dealer. Illustrated below.

DEALER	Player #1	Player #2	Player #3
Dice #'s	Dice #'s	Dice #'s	Dice
#'s			
1,5,9	2,6,10	3,7,11	4,8,12

For example: if the dice number is 2, the action button will start with player #1, left of the dealer.

6. All the players' hands and wagers are compared and settled against the dealer's hand and wagers starting with the action button. An example is shown below.

	<u>Dealer's Hand</u>	<u>Player #2 Hand</u>
Front:	King, King, Four	Queen, Queen, Four
Middle:	Jack high straight	Two Pair, Seven, Seven, Six, Six, Ace

Back: Full house, Five, Five, Five, Two, Two Four of a Kind, Three, Three, Three, Three, Ten

- On the Front segment the Dealer wins
 - On the Middle segment the Dealer wins
 - On the Back segment the Player wins
- Therefore, each segment is paid separately.

7. The player/dealer has three chances to win per hand as bets are placed on each of the front, middle and back segments.

- a) Bets on the front, middle, and back are separate and independent bets, and each are compared and paid separately.
- b) A minimum of X dollars each segment
- c) Automatic Win:

Straight Flush
3 Straight
3 Flush
6 Pairs

Note: No ranking on any special

If player and designated dealer both have automatic hands (designated) dealer wins.

*See Posoy© layout for more detail.

- 8. A single bet is placed, and the player/dealer must win two of the three segments in order to win the bet.
- 9. All actions including movements on the hand and settlements of wager moves clockwise.
- 10. Each player in the clockwise turn has the option to be designated player or dealer.
- 11. Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of what wager to the extent that money covers. Players

found guilty of such actions will be barred and may be subject to prosecution.

12. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor supervisors without exception.
13. Most Paigow Poker rules apply.
14. The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
15. Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the same and secure operation of the casino facility.
16. The table size is that of a regular blackjack table or smaller.

*Equipment needed: dealer button/an action button/and a cup with two dice.

TRIPS

A

FIVE CARD STUD GAME

WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

Version Two

OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120V. electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- The initial message for players to post their antes and bets,
- Each player's hand content,
- Other players' hand contents,
- Each new card that is being dealt,
- The total amount of the accumulated pot,
- The amount of the pot high hand award,
- Message display of the qualifying hand,
- Message display of the highest hand in case that a qualifying hand is not obtained,
- Other message displays for bets and non-winners,
- Audible sound of bell when a qualifying hand is formed.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- a) All cards have their face values.
- b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
 - Pairs,
 - Trips,
 - Four-of-a-kinds,
 - Five-of-a-kinds,
 - Straights,
 - Flushes, or
 - Straight flushes

- c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- d) Picture cards have no numerical values, instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS	
CARDS	RANKING VALUE
Ace	1 st or 14 th
2	2 nd
3	3 rd
4	4 th
5	5 th
6	6 th
7	7 th
8	8 th
9	9 th
10	10 th
Jack	11 th
Queen	12 th
King	13 th
Joker	Wild (as any card)

VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE	
ORDER OF VALUE	HAND CONTENT
1 st	Five-of-a-Kind
2 nd	Royal Flush
3 rd	Straight Flush
4 th	Four-of-a-Kind
5 th	Full House
6 th	Flush
7 th	Straight
8 th	Three of a kind
9 th	Two pair
10 th 11 th	One Pair No pair

GAME LIMITS

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

SCHEDULE OF TABLE LIMITS, ANTES AND BETTING LIMITS

TABLE LIMIT	COLLECTION RATE	1 ST BET	2 ND BET	3 RD BET	4 TH BET
\$2	50 cents	\$2	\$2	\$2	\$2
\$3	\$1	\$3	\$3	\$3	\$3
\$5	\$2	\$5	\$5	\$5	\$5
\$10	\$3	\$10	\$10	\$10	\$10
\$25	\$5	\$25	\$25	\$25	\$25

TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must pay a collection in order to receive a hand.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections. The schedule of collections for various Table limits are as following:

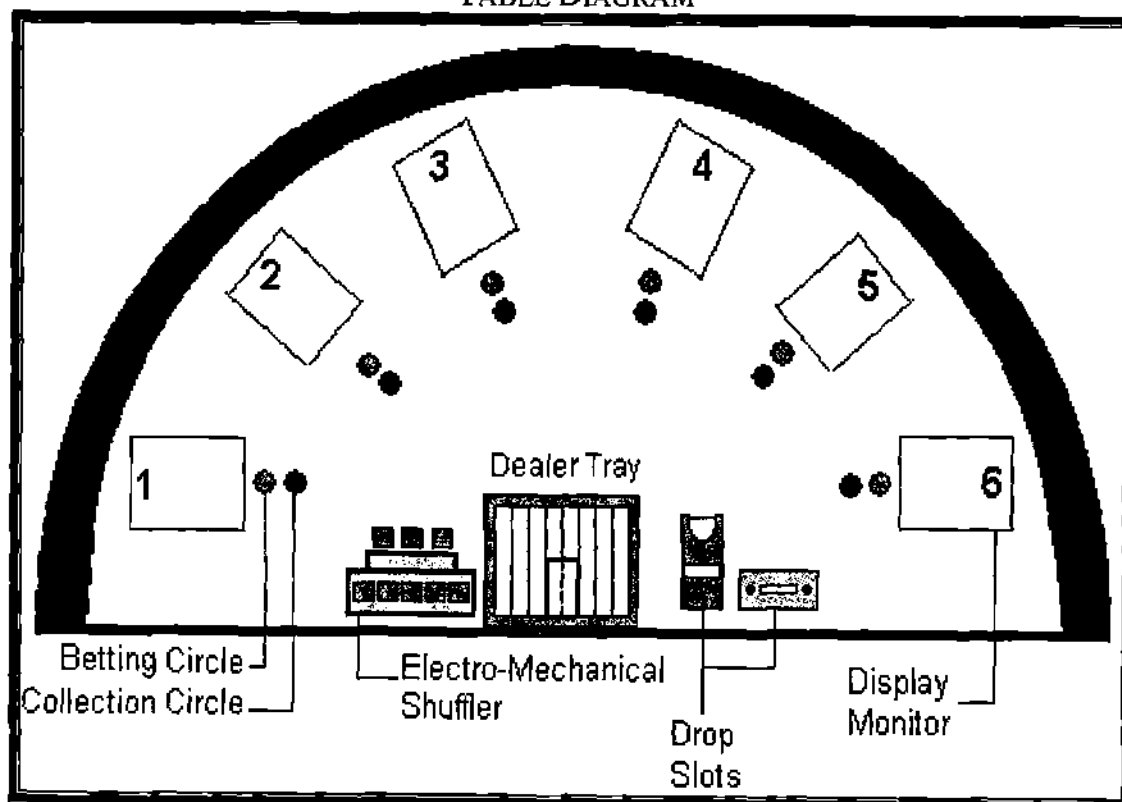
- a) \$2 games = \$1
- b) \$5 games = \$2
- c) \$10 games = \$3

ROUND OF PLAY

A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.
- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM



- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.

- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.
- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.
- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.
- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.

- xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.

- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is not concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

Three Card Poker

Basics Rules and Procedures

- The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands is below:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card
- Three Card Poker is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- Three Card Poker also utilizes an "action" button, which is determined by the face value of the player/dealer's last card to be turned face up.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make an Ante wager.
- Players receive three cards face down.
- The player/dealer receives three cards—two face down and one face up.
- Once players inspect their hand, they have two options:
 - Fold the hand and forfeit the Ante; or
 - Stay in the game by making a Play bet; this bet must equal the Ante.
- The player/dealer must qualify to play with minimum Queen-high.
 - If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players. The dealer will then pay each Ante—the ones not surrendered by folding—even money.
 - If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - If the player's hand beats the player/dealer's, the player wins even money.
 - If the player/dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his wagered, or when all player wagers receive full action.

BLACKJACK COLOR RULES

DECK AND HAND VALUES

1. 8 Decks, no Joker
2. Aces are 1 or 11
3. Face cards are 10. All others have face value

NATURAL

4. A natural is Ace-Ten or Ace Picture. A natural beats any other hand, and pays even money.
5. If a dealer has a natural, no additional action plays. Splits and doubles do not play, and only the original bets play.
6. Surrender is allowed, even if dealer has a natural (Early Surrender)

PLAYER OPTIONS

7. Players may hit any hand, except a natural.
8. Players may split up to three times to make a total of four hands. After splitting aces, a player gets only one card on each ace, but players may resplit aces.
9. Players may double after split
10. Players may surrender after split
11. Players may double on any two cards
12. Players may take insurance when the dealer has an ace showing.

DEALER DECISIONS

13. Dealer must hit hard 16 and stand on hard 17.
14. Dealer must hit soft 17 and stand on soft 18.

DECIDING WHO WINS

15. If both goes over 21:
 - a. If the player is lower than the dealer, it is a push.
 - b. Otherwise dealer wins
16. If either party goes over 21 and the other one doesn't, the party under 21 wins.
17. If both are under 21, the higher hand wins.

THE COLOR BET

18. The color bet is an optional side bet equal to the original bet.
19. If the player's final hand is suited and the player wins, the player also wins the color bet.
20. If the dealer's final hand is suited and the dealer wins, the dealer wins the color bet.
21. In all other cases, the hand is a push.
22. If the player surrenders, he must surrender half of the color bet.
23. If a player splits, only the first hand is used to determine the color bet.
24. If a player doubles, he only wins or loses one bet on the color bet.
25. If a player has a suited natural, his color bet pays 3-2. A natural hand constitutes Ace/ King suited, or Ace/ Queen suited, or Ace/ Jack suited, or Ace/ Ten suited.

Edge on main bet: 1.17%.

All calculations based on at least 100 Millions hands.

COLOR



How to Play

1. All cards have face value. A single or multiple deck of standard cards is used.
2. Aces have the value of 1 or 11.
3. All face cards have the value of 10.
4. Each player will receive two cards on the initial deal.
5. Players have the option of drawing additional cards.
6. The dealer will receive one card up and one card down.
7. All players hands are compared with the dealers hand.
8. The dealer will be allowed to check the hole card for a Natural when showing an Ace on the table.

GAME RULES

1. Players may stand on any point total but cannot go any further once they reach 21 points.
2. The dealer WINS if they have a Natural, unless one of the other players holds a Natural. Natural is a push.
3. Dealer draws last and must hit on a soft 16 and below and stand on a hard 17 and above.
4. If the player's total is more than 21 and the dealer's total is less than 21 the dealer WINS.
5. If the player's total is 21 or less and the dealer's total is more than 21 the player WINS.
6. The dealer wins on all ties over 21.
7. The object of the game is to get as close to 21 as possible. Players do not automatically lose if they go over 21. For example, if the dealer has 23 and you have 22 YOU WIN.

Double-Down, Split, Surrender & Insurance

1. A player may double-down on any two cards and receive one card.
2. Players may split any pair.
3. Players may surrender their hand and forfeit one half of the wager prior to receiving a draw card.
4. If a dealer has a Ace showing the player may insurance.

A player OR BANKER MUST WIN A Blackjack hand first in order to win a Color Jack hand.

E X A M P L E S

PLAYER HAND			DEALER HAND		
2♠	6♠	10♠ =18	6♦	4♥	7♥ =17

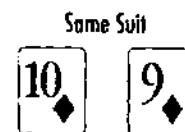
RESULT: The player wins the Blackjack and also wins the Color Jack because his/her cards are all the same suit.

2♠	6♠	10♣ =18	6♦	4♥	7♥ =17
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RESULT: The player wins the Blackjack. Since all of the player's cards are not the same suit, the color wager is a push.

2♠	6♠	10♠ =18	6♦	4♥	9♥ =19
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RESULT: The banker wins the Blackjack even though the player's cards are the same suit. The player does not win the Color Jack because he/she did not win the Blackjack. The color wager is a push.



Same Suit
Color bet is optional.

PAI GOW EXPRESS

BASIC CONCEPT& RULES

- 1) Pai Gow Express is played with a conventional fifty-two-card poker deck with one added Joker.
- 2) The Joker is wild and is be used as the best possible card for the hand.
- 3) Pai Gow Express is played on a blackjack style with eight playing positions. Each playing position has three betting circles. Backline betting is allowed.
- 4) The dealer deals eight five-card hands. The player-dealer will select the first hand to be dealt out then shake the dice cup to decide the action button position. All hands will be distributed in clockwise rotation starting from the action button position.
- 5) All participants are required to post the table fee collection and their wager according to the table limits before the dealer opens the dice cup. The player-dealer also needs to post the jackpot collection.
- 6) The object of the game is to set two segments; a two-card front segment, and a three-card hand as the back segment, that rank higher than the two respective segments set by the opponent(s).
- 7) The player must arrange the hand so that the front segment does not rank higher than the back segment.
- 8) In the front hand, only Pair and No Pair have rank value.
- 9) In the backhand, a three of a kind is the best possible hand. The following are the general categories of hands in descending order of values:
 - a.) Three of a Kind
 - b.) Straight Flush
 - c.) Straight (A-2-3 is the smallest Straight)
 - d.) Flush
 - e.) One Pair
 - f.) No Pair (Nothing)
- 10) Players must exercise one of the following options:

- a.) Set the hand into two segments and play, or
 - b.) Request the hand to be played according to "House Way".
 - c.) Upon request of the player, the house dealer/floorperson will play the hand according to the House Way, which must be applied according to the following order:
 1. Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
 2. Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
 3. Form a complete three-card hand in the back, with the highest possible front hand.
 4. Form a pair in the three-card hand.
 5. Form the second and third highest card in the front hand.
- 11) The player-dealer's hand will not be viewed until all other players' hands have been properly set. The house dealer will open the player-dealer's hand and let the player-dealer set the hand.
- 12) Once the player-dealer's hand is set, the house dealer will start from the action button position, moving clockwise, opening each player's hand and compare it with the player-dealer's hand.
- 13) A player wins when both segments of his/her hand rank higher than the player-dealer's hands two respective segments.
- 14) A player loses when both segments of his/her hand rank lower than the player-dealer's hands two respective segments.
- 15) When one of the segments of a player's hand ranks higher than the player-dealer's respective segment and the other lower, the hand is a tie ("push"); neither player wins the wager.
- 16) When the player and the player-dealer have the exact same segment value, the player-dealer wins that segment.
- 17) Wagers are collected and paid only to the extent that the player-dealer's wager covers.
- 18) A table fee collection is taken from each player for every bet prior to start of each game.
- 19) Third Party Providers of Proposition Player Services ("TPPPS"), as defined by Section 19980 of the California Business and Professions Code, their agents and employees, may play. Back line betting is allowed in accordance with local ordinance.

- 20) "Round of Play": Players choose their spots around a Pai Gow Poker style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.
- 21) No Free Play: Hollywood Park Casino will not reduce, waive, refund or provide a free collection ("Courtesy Button") token to any patron in either the base game or the jackpot element of any game included in this proposal.

Optional Rules for _____:

1) No-Dice system:

The delivery of hands starts from the first player position clockwise from the dealer button. The action button position is positioned based on the first card turn opened from the player-dealer's hand. (Please refer to Action Button Position)

2) Surrender:

The player-dealer will Surrender if the hand contains "No card higher than "9" and can not form a pair, nor a three card complete hand." When the player-dealer surrenders, the player-dealer will lose to all seats half of each player's wager (only to the extent that the player-dealer's wager covers).

3) Joker:

A joker maybe used as an Ace, or to complete a flush or a straight.

4) Ten Player Option:

Pai Gow Express, at the option of Hollywood Park Casino, may be played with ten (10) players.

Collection rates:

Pai Gow Express Limits

\$5.00 - \$50.00

\$10.00 - \$100.00

\$25.00 - \$100.00

\$50.00 - \$300.00

Pai Gow Express Collection Rate

\$0.50 Player

\$2.00 Player/ Dealer

\$1.00 Player

\$3.00 Player/ Dealer

\$1.00 Player

\$3.00 Player/ Dealer

\$2.00 Player

\$5.00 Player/ Dealer

Action Button Position:

Dice System (option):

The sum of three dice in a dice cup, after a shake of the cup by the player-dealer, dictates the position of the action button according to the following chart.

Sum of the dices	Corresponding position
1, 9, 17	Player-dealer
2, 10, 18	1 st seat clockwise from the player-dealer
3, 11	2 nd seat clockwise from the player-dealer
4, 12	3 rd seat clockwise from the player-dealer
5, 13	4 th seat clockwise from the player-dealer
6, 14	5 th seat clockwise from the player-dealer
7, 15	6 th seat clockwise from the player-dealer
8, 16	7 th seat clockwise from the player-dealer

No Dice System (option):

The first card turned open from the player-dealer's hand dictates the position of the action button according to the following chart.

Player-Dealer's first Card	Corresponding position
Ace or 8	1 st seat clockwise from the player-dealer
2 or 9	2 nd seat clockwise from the player-dealer
3 or 10	3 rd seat clockwise from the player-dealer
4 or Jacks	4 th seat clockwise from the player-dealer
5 or Queens	5 th seat clockwise from the player-dealer
6, or Kings	6 th seat clockwise from the player-dealer
7, or Jokers	7 th seat clockwise from the player-dealer

Playing Rules for Pai Gow Express

1. House Way: The following is Hollywood Park Casino's House Way:
 - a.) Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
 - b.) Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
 - c.) Form a complete three-card hand in the back, with the highest possible front hand.
 - d.) Form a pair in the three-card hand.
 - e.) Form the second and third highest card in the front hand.
2. The Joker may be used as the best possible card for the hand
3. The player-dealer's hand will not be viewed until all hands have been set. In the case that the player-dealer's hand is inadvertently opened before all hands are set, the unset hand will be set according to the "House Way".
4. A player may see only one hand regardless of the number of hands on which he has wagered. The player wagering on more than one seat may ask the casino dealer to set the other hand(s) according to the House Way, provided that the player is recognized as the "active player" of the hand(s).
5. A misdeal will be declared if: (1) a Joker or Ace is boxed or exposed, or (2) two or more cards are boxed or exposed on the deal, (3) two cards of the same rank and suit are turned up, (4) a different color card appears during the play.
6. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining (13) cards.
7. If a player sets their hands in such a way that the two-card hand ranks higher than the three-card hand, the hand is fouled and the wager is forfeited to the extent that money covers.
8. If a player puts one card in one hand and four in the other, the hand is foul and the wager is forfeited to the extent that money covers.
9. The casino dealer cannot set a hand foul. If the casino dealer/Boxperson applies the House Way incorrectly, it will be reset according to the House Way by the floorperson and play will continue.

10. The player-dealer's hand is not set until the player-dealer has signified his/her final decision in an obvious manner to the casino dealer/Boxperson. If the player-dealer does not give the casino dealer an opportunity to show all options and says, "go", the decision is final and the casino dealer/Boxperson is not responsible.
11. Players are responsible for the final setting of their hands. An unset hand will be ruled "foul" after the player-dealer's hand has been exposed, except when the hand was requested to be played according to the House Way.
12. Once the hand of the player with the action button is exposed, the player-dealer may not reset his or her hand, however, at the discretion of the Floorperson, the hand may be reset by the Floorperson according to the House Way.
13. The player-dealer has the preference of which deck to be used, a player may request a change of deck only when the player-dealer agrees.
14. A-2-3 is the smallest straight.

California 3 Card™

Card Room Procedures

Basics and Procedures

- The object of California 3 Card is to beat the player/dealer in a three-card poker game. The ranking of hands is below:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card
- California 3 Card is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- California 3 Card also utilizes an "action" button, which is determined by the face value of the player/dealer's last card to be turned face up.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make an Ante wager.
- Players receive three cards face down.
- The player/dealer receives three cards—two face down and one face up.
- Once players inspect their hand, they have two options:
 - Fold the hand and forfeit the Ante; or
 - Stay in the game by making a Play bet; this bet must equal the Ante.
- The player/dealer must qualify to play with minimum Queen-high.
 - If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players. The dealer will then pay each Ante—the ones not surrendered by folding—even money.
 - If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - If the player's hand beats the player/dealer's, the player wins even money.
 - If the player/dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his wagered, or when all player wagers receive full action.

Required Elements for Game Rules

Three Card Poker

Collection is collected from each bet from players and player/dealer prior to start of each round of play.

<u>Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

Caribbean Stud Poker

California Version

The game is played on a blackjack -like table with up to eight spots. A standard 52-card is used. In front of each player's position, there are two betting spots: ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; the player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer collects the ANTE from players who folded and then reveals his four face down cards for those players who have stayed in the game.

The player/dealer's hand must qualify to play. If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify".

- *If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.*
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.

- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBEAN STUD POKER

BASIC RULES & PROCEDURES

1. The object of CARIBBEAN STUD POKER is to make the highest possible poker hand.
2. The game is played with a standard deck of 52 cards with no joker.
3. The game plays on a blackjack style 8 hands table.
4. Third Party Proposition Players only prescribed by law are permitted to play and hold player/dealers position.
5. Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
6. "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
7. Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealer's' top card face up.
8. Players must place Ante prior to receiving their hand.

9. At this time players act in turn by exercising one of the following options:
 - a. Surrender by forfeiting their wager (Ante); or
 - b. Call with a back Call Bet twice the Ante.
10. The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer's hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand.
11. If the player/dealer's hand is not qualified with an Ace/ King, the back Call Bet wager will be push and will receive no action.
12. Each player position has areas on the lay-out marked Ante and Call Bet.
13. Each player five-card hand is then compared with the player/dealer's' five-card hand. The higher hand wins.
14. There is no draw or discard for all hands.
15. In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
16. If the player/dealer's hand qualifies all identical hands is push (tie).
17. The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
18. The odds pay-offs will only be modified to increase the game's return to the players.

19. Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

- a. Front bet (Ante)
- b. Back bet (Call Bet)

20. The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Any Pair	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	4 to 1
• Flush	5 to 1
• Full house	7 to 1
• Four of a kind	20 to 1
• Straight flush	50 to 1
• Royal flush	100 to 1

PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does

not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player.

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Limits	Player/dealer	Player
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$1
\$50-\$300	\$3	\$2

Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive their five cards face down cards, the house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one. The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY

Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Js
6	5s or Qs
7	6s or King
8	7s

- Ante: The mandatory wager that players make to get their five cards.
- Fold or Surrender: Forfeiting the original Ante, after players see their five cards.
- Bet: An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.

Caribbean Stud Poker

Exhibit # A

The game is played on a blackjack -like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) The player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or
 - b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 17) If the player/dealer hand qualifies all identical hands is push (tie).
- 18) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
- 19) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extend that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

20) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player.

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

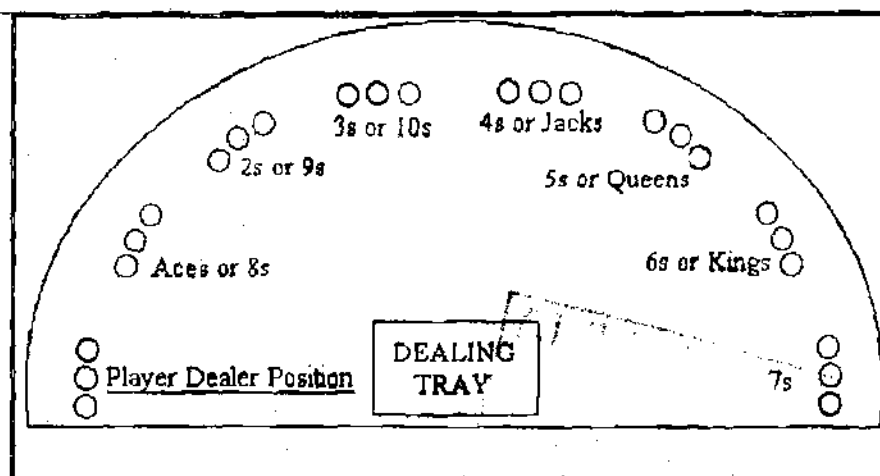
<u>Table Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$ 2-\$ 10	50 c	25 c
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one. The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY	
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. *helshe* is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first. and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal *helshe* takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If *helshe* retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If *helshe* takes the top card of the deck, *helshe* must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) *helshe* can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up. the player may meld as many sets as *helshe* holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades. 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4. but not the 6 or 5.

Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he collects two chips from every player and also collects all over again for each condition in his cards.

When a player has all ten cards spread, the player at his left may not discard a card that puts his right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he has made his first draw, a player finds he has nine cards, dealer will serve him the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he has made for conditions. In addition, he must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made in consequence of the improper spread and legally proceed with his turn. If he has already discarded, he must return all collections he had made on that hand, discard his hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he has made the meld valid before attention is called to it, there is no penalty.

1. Name of the controlled game.

Texas Hold'em Poker

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

Please see attached PokerPro™ brochure.

3. A detailed description of rules of the controlled game must be attached and must include the following information:

Texas Hold-em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

a. Standards of Play

- 1) The Dealer button will rotate in a clockwise manner as well as the small and big blinds.*
- 2) All participants must abide by the published rules.*
- 3) No players may discuss their cards between each other.*
- 4) Any disputes will be immediately resolved via an instant replay of the hand, on the table.*
- 5) All tie hands will split the pot.*

- 6) *There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em game.*
- 7) *All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.*

b. "Standard" 52-card deck or other type of card deck

- 1) *This version of Texas Hold'em poker will utilize an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.*
- 2) *The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a Hollywood Park employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.*

c. Describe dealing procedures.

- 1) *The electronic cards are shuffled and there is a single deal, to all players of high card to determine the dealer button position.*
- 2) *An electronic, 52 card deck is shuffled. Blinds are posted; two cards are dealt to each player "hole cards".*
- 3) *Round of betting.*
 - 4) *The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center monitor of the table.*
 - 5) *Round of betting.*
 - 6) *The table will "burn" the next card, then deal a fourth card or "turn" card to be displayed on the center monitor of the table as a community card.*
 - 7) *Round of betting.*
 - 8) *The table will "burn" the next card, and then deal a fifth card or "River" card to be displayed on the center of the table as a community card.*
 - 9) *Final round of betting.*

d. Number of players in the game.

- 1) *A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'EM.*

e. Description of how and when are house fees collected.

- 1) *The collection schedule will be as currently approved by the Division and in place at the Card Club will be utilized in this game.*
- 2) *The progressive jackpot currently approved by the Division and in place at the Card Club will be utilized in this game.*

f. Betting Limits.

- 1) *PokerPro™ will accommodate betting limits currently approved by the Division.*

g. Betting Scheme

- 1) *Post blinds, "Small Blind" and "Big Blind" (e.g. \$2 for the Small Blind and \$4 for the Big blind in a \$2/4 NO-Limit game)*
- 2) *Hole cards dealt*
- 3) *Round of betting, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of "Check" (if all other players "called"), "Call" (if someone else raised) "Raise", or "Fold"*
- 4) *"Flop" dealt as Community cards*
- 5) *Round of Betting, starting with the first player remaining to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"*
- 6) *"Turn" dealt as Community card*
- 7) *Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"*
- 8) *"River" dealt as Community Card.*
- 9) *Final Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button" With the options of "Check", "Raise", or "Fold"*

h. How winners determined and paid.

- 1) *At the end of the final betting round the player remaining with the highest hand is the winner.*
- 2) *If all other players fold before the final round of betting. The remaining player is declared the winner.*
- 3) *All ties result in a split pot.*
- 4) *The pot winnings are automatically transferred to the player's table stakes.*

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

- a. A minimum of two and a maximum of ten players can participate in the game.
- b. The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).
- c. The electronic cards are shuffled and there is a single deal, to all players of high card to determine the dealer button position.
- d. The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.
- e. The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.
- f. The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center of the table, the player in the big blind position will check or bet. This process will follow in a clockwise manner around the table until all players have checked, wagered or folded.
- g. The table will "burn" the next card, then deal a fourth card to be displayed on the center of the table and the same wagering will take place. The same goes for the fifth, or "river" card.
- h. After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the "dealer" button is rotated one spot to the left of the previous spot.
- i. Any dispute will be settled by a Card Club employee trained in the use of the electronic table and the Directors tablet.

5. DESCRIBE THE TYPE OF GAMING TABLE UTILIZED FOR THE GAME.

The standard poker table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be utilized as in the currently approved game. All cards and chips will be an electronic facsimile or representation.

All rules and standards that apply to the current Texas Hold'em poker game will remain the same including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

There is a jackpot element attached to this game which will function in the same manner as that of the current poker jackpot the Division of Gambling Control (Division) has approved. The jackpot collection, administrative fees, payout of winners, and accounting procedures will not change.

Third Party Provider of Proposition Player Services (TPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) do not participate in this game within their official capacity.

6. List other equipment used.

- a. *Electro-Mechanical Shuffler – Calculated algorithm that shuffles an Electronic deck of 52 cards.*
- b. *Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.*

21st CENTURY BACCARAT

Face Up Version with Tie hands

SUMMARY OF GAME

The object of the game is to assemble two (2) hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10) and the others their face value. A hand with cards whose sum is in double figures are ranked with the tens (10's) digit ignored. So a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) cards each, two (2) cards to the right and two (2) cards to the left one (1) by one (1) in rotation. The hand to the left of the house dealer belongs to the Player/Dealer. The Player/Dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The Player/Dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.

Player options on 5 & 6 are: a) stand; b) hit and take a community card.

Player/Dealer must hit on 0-5 and stand on 6-9 or more.

House Way: Hit on 0-5 and stand on 6-9

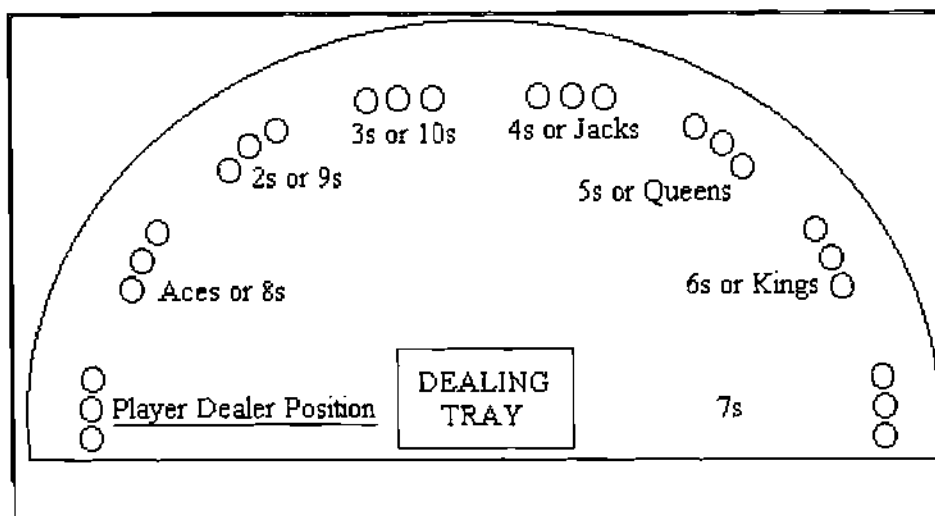
BASIC CONCEPT & RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. Each Player's hand is compared with the Player/Dealer hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and tens (10's) are counted as zero (0).

8. The house dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals two (2) two (2) card hands in rotation one at a time.
11. Players in seats 1-8 receive two (2) community cards, face up.
12. The Player/Dealer receives two (2) cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
14. Each player with a wager on the stand line with two cars valued at five (5) & six (6) has two options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line.
15. The House Dealer will deliver additional hit cards to players hand if requested and will then expose the Player/Dealers hole (down) card.
16. The Action Button determines which player receives first action on their wager. The Player/Dealer Hole Card determines the position of the action button. The Player/Dealer position is always zero. The other seats in clockwise rotation respectively represent other numbers.

Player with Position Number**Is Represented By**

Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
18. Players with hands valued at seven (7) to nine (9) must stand.
19. Players with hands valued at zero (0) to four (4) must hit.
20. Players have options on five (5) and six (6).
21. The Player/Dealer wins all ties on zero (0) and one (1) on the base game.
22. The Player /Dealer will lose all ties to Player's tie wager.
23. All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.

24. The Player/Dealer must hit on five (5) or below and must stand six (6) and above.
25. House Way: Players hit on five (5) or below and stand on six (6) or above. The house dealer must use House Way when a player requests the house dealer to play an additional wager.
26. Backline betting is allowed. Each seat has three (3) betting circles for Ante and Tie bets.
27. All bets for the base game and Tie bet must be between the minim and maximum table limit.
28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

TIE HANDS

1. The Tie bet wager will be made after player's hand has been exposed and all players can view the Player/Dealer up card.
2. The Tie wager or the original base game wager cannot exceed table limit.
3. There is no collection for the Tie bet.
4. No Tie bets allowed in the following situations:
 - 5 vs. 5
 - 6 vs. 6
 - 7 vs. 7
 - 8 vs. 8
 - 9 vs. 9

All other tie bet will be paid 8 to 1

5. Wagers are collected or paid to the extent that Player/Dealer wagers covers in order from the action button seat by seat.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards.

Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2
\$100-\$500	\$5	\$ 3

PLAYER- DEALER & DEAL

The Player/Dealer position rotates in a systematic and continuous way so that the opportunity to act as the Player/Dealer does not constantly remain with a single person for many hands. The person in Player/Dealer position may not act as Player/Dealer position more than two consecutive hands or rounds of play. There must be an intervening Player/Dealer so that a single player cannot repeatedly act as the Player/Dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a Player/Dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/Dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the Player/Dealer wager. The house never participates as a Player/Dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the Player/Dealer wager.

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/Dealer wins all Ties from 0-1 on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the Player/Dealer drawing procedure. After all players have exercised their rights to draw an additional card the Player/Dealer may receive one draw card.

Rules for Player / Dealer

Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players including the Player/Dealer have received their initial two cards starting from the next clockwise position from the Player/Dealer, Players may receive a maximum of one (1) additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5& 6</u>

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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**Any use of the game, rules, and/or trademarks without written authorization from
21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

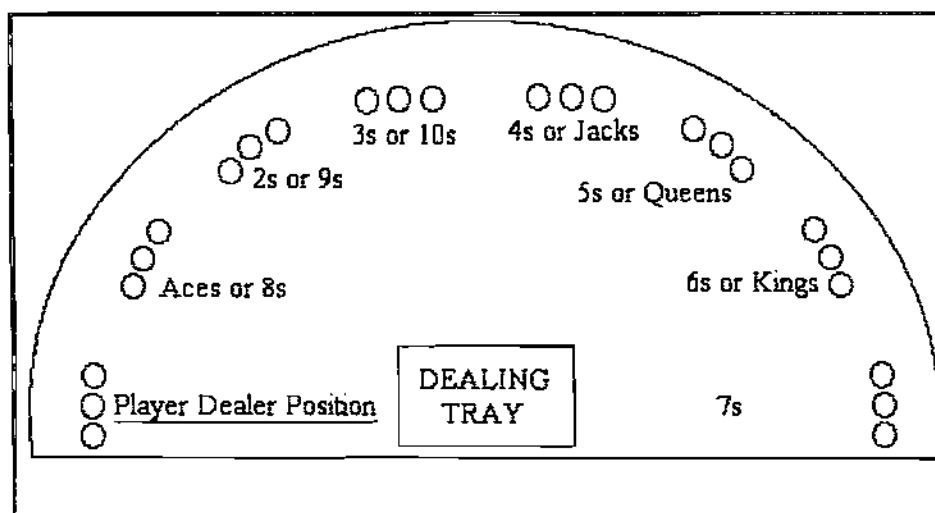
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

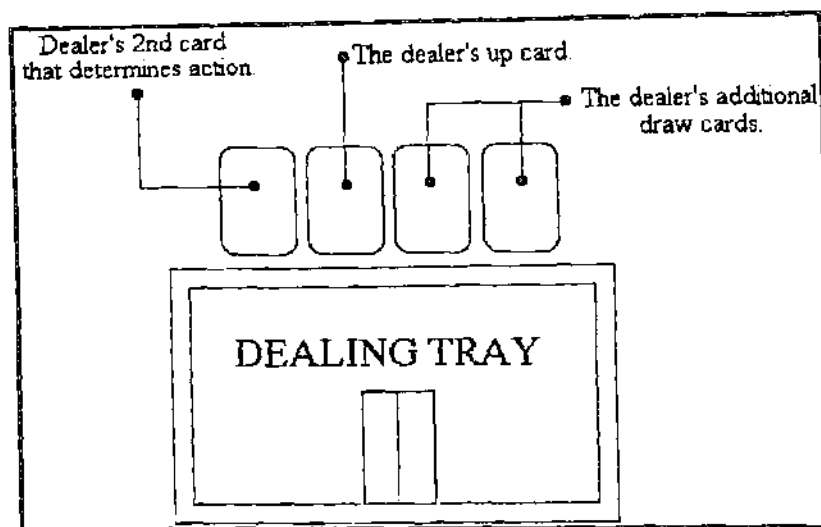
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
\$2 - \$20	\$1	\$0.50
\$10-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

EAS\$Y POKERSM

APPLICATION FOR CONTROLLED GAME REVIEW

ATTACHMENT

Copyright @ 2006. All rights reserved.

**Any use of the game, rules, and/or trademarks including "EasyPoker",
"Easy Poker" and "Ea\$y Poker" without written authorization from TAJA
Enterprises, LLC is prohibited by law.**

US Patent 6,332,614 and patent pending

The following information fulfills the requests on the California Department of Justice, Division of Gambling Control "Application for Controlled Game Review." The numbers on each heading refer to the section of the DOJ form it responds to.

II.1 COPYRIGHT AND TRADEMARK REGISTRATIONS

"EasyPoker", "Easy Poker" and "Ea\$y Poker" are unregistered service marks of Helix Information Services, Inc. and are licensed to TAJA Enterprises, LLC.

II.2 PATENT

US Patent 6,332,614 is attached.

II.3 INVENTOR AGREEMENTS

The inventor has registered an assignment to Helix Information Services, Inc. with the US Patent Office.

II.4 INVENTOR

The inventor is Michael Hesse of Westlake Village, CA.

III.1 NAME OF THE GAME

The name of the game is "Easy Poker" or "Ea\$y Poker". Below it is referred to as "The Game".

III.2 COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

III.3 DETAILED DESCRIPTION

STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

The game will be conducted using standard game-protection procedures with a Player/Dealer and for a poker-type game to ensure the game is fair to all parties who participate.

Backline betting is allowed.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

THE DECK

The Game is played with one conventional deck of 52 cards with no jokers.

DEALING PROCEDURES

The House Dealer, an employee of the casino, who does not have any financial interest in the game, deals all cards.

Before any cards are dealt, all starting wagers (antes) must be placed and all collections paid by the players. Prior to dealing any cards, the House Dealer picks up all collections.

The Game is hand dealt.

The cards are dealt face down, except for the Player/Dealer's hands.

After shuffling, cards are dealt starting to the immediate left of the Player/Dealer. Each player who has made a wager on the hand receives one card face down, except for the Player/Dealer, who receives no cards until all common cards are dealt and the wagering is complete. Then a second card face down card is dealt to each player.

After all players have had a chance to make a second wager, a card is discarded from the top of the deck ("burned") and three common cards ("the flop") are dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fourth common card ("the turn") is dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fifth common card ("the river") is dealt in front of the House Dealer.

After all eligible players have had a chance to make a final wager, a card is burned and two hands are dealt face up for the Player-Dealer. Each hand is dealt a first card, and then each hand gets a second card in the same order.

After all wagers are settled, all cards are collected and shuffled for the next hand.

NUMBER OF PLAYERS IN THE GAME

The minimum number of players is two, with one player acting as Player/Dealer. The maximum number depends on the size of the table and layout on the table, but typically will be seven or eight.

III.4 ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player at a table then places his/her ante in a designated betting circle. A player may place a wager at his/her seat. No player may wager on more than one hand. Each player must pay the posted collection for each wager.
5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their ante wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point each player is offered the option to make a second wager equal to his/her ante. If a player chooses not to make a wager at this time, the player may not make any additional wagers on this hand, but may win or lose the amount of the ante.
8. After each player has had the opportunity to wager, the House Dealer burns a card and deals the first three common cards called the flop.
9. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to his ante.
10. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fourth common cards called the turn.
11. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

12. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fifth common cards called the river.
13. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.
14. This concludes all wagering.
15. The House Dealer burns a card and deals the two Player/Dealer hands. The better hand is selected and the other hand is moved aside, but kept face up.
16. At this point, all wagers are settled as described above in "Determining and Paying Winners".
17. The cards are all collected.
18. The collections are dropped.
19. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
20. The next round of play begins.

III.5 GAMING TABLE

The game may be played on a standard raised gaming table, similar to that used for blackjack or on a standard poker table. Depending on the size and configuration of the table, table seats seven or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection.

III.6 OTHER EQUIPMENT

In addition to the table, cards, chips and a cut card will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand this party has acted as Player/Dealer.

III.7 GLOSSARY OF TERMS

ANTE

The ante is starting wager, within the table limits, made by a player before the hands are dealt. All subsequent wagers are multiples of the ante.

BOARD

The board is the five common cards, used by all players and the Player/Dealer to make their hand.

FLOP

The flop is the first three of the five common cards, used by all players and the Player/Dealer to make their hand.

HOUSE DEALER

A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

PLAYER

A player is any participant in the game who is not acting as Player/Dealer.

PLAYER/DEALER

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

QUALIFIER

The minimum hand the Player/Dealer must have to avoid losing. If the Player/Dealer does not have a qualifying hand, the player wins, even if the player has a weaker hand. (NOTE: In some variations, the Player/Dealer pushes with the player, if he has a better hand than the player or an equal hand, but does not qualify.)

RIVER

The river is the last of the five common cards, used by all players and the Player/Dealer to make their hand.

TURN

The turn is the fourth of the five common cards, used by all players and the Player/Dealer to make their hand.

HOUSE FEES (COLLECTIONS)

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

TABLE LIMITS	PLAYER/DEALER COLLECTION*	PLAYER COLLECTION
\$2 - \$20	\$1	\$0.50
\$5-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

If there is more than one wager on a hand, there must be a collection for each wager.

Prior to dealing any cards, the House Dealer picks up any collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

* A one dollar collection from the Player/ Dealer position will fund both the Bonus Hands and the Bad Beat Jackpots.

BETTING LIMITS

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section. A maximum of seven starting wagers ("antes"), each within the table limits, may be made on each hand. Up to four additional bets can be made for each ante, each of which is a multiple of the ante.

BETTING SCHEME

The betting scheme is summarized in this chart:

ROUND	PLAYER SEES	BET SIZE	RESTRICTIONS
Ante		Player chooses	Within table limits
Hand	Two-card hand	0 or 1	If player checks, he must check the rest of the way
Flop	Three common cards	0 or 1	
Turn	Fourth common card	0 or 2	
River	Fifth common card	0 or 2	

REGULAR JACKPOT

A regular bad-beat jackpot is paid when any player or the Player/Dealer has aces full or better and loses. To qualify both players must:

1. Use both cards from their hand and three cards from the board.
2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at \$2,000 and \$50 per day is added.

SUPER JACKPOT

A Super bad-beat jackpot is paid when any player or the Dealer has four of a kind or better and loses. To qualify both players must:

1. Use both cards from their hand and three cards from the board.
2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at \$10,000 and \$100 per day is added.

BAD-BEAT JACKPOTS RESTRICTIONS

A bad-beat jackpot will be disqualified if:

- An examination of the deck indicates that it does not contain exactly 52 cards and is not correct in every way.
- If there were any irregularities in the deal or play of the hand.

All wagers are settled in order, with the wagers on each hand being settled fully before any wagers on the next hand.

In case of a push, no money is removed from the Player/Dealer's wager.

If there is not enough money in the Player/Dealer wager to part of a wager, that part of the wager is returned to the player. The player receives no refund, free collection, or other form of consideration.

If there is more than one ante on a hand, all the wagers based on an ante are settled before the next ante and wagers on that hand. The first ante to the Player/Dealer's left is settled first, and the others are settled in order.

HIGH-HAND BONUSES

Another way a player can win is to collect a bonus for a good hand. Any player who places an ante on a hand and pays a collection is eligible, with no other wager required, except any licensed prop players are not eligible to collect any bonuses.

Four of a Kind	\$100
Straight Flush	\$200
Royal Flush	\$300

A player must use at least one card from his hand to qualify. More than one player can win a bonus on the same hand. For example with a board of Q♠ J♠ T♠ 9♠ 8♠, one player could make a royal flush and another with the 7♠ could make a straight flush.

BAD-BEAT JACKPOT

A third way a player can win is make an ante bet at a table where a very good hand loses. Any player who places an ante on a hand and pays a collection at that table is eligible, with no other wager required, except any licensed prop players are not eligible to collect any portion of a jackpot. Their share is returned to the jackpot fund.

When a bad-beat jackpot occurs, the money is divided as follows:

Losing (bad-beat) hand	40%
Winning hand	20%
Other players	40% divided equally

There are two kinds of bad-beat jackpots:

- Regular Jackpot
- Super Jackpot

Only one jackpot is paid per hand.

Each player makes a fixed wager ante, at the beginning of a hand. Additional wagers can be made as follows:

- Hand: When the player sees his two-card hand, the player may make a second wager equal to the ante. If the player does not make a wager at this time, the player may not make any additional wagers on this hand, but the player may still win the amount of the ante.
- Flop: After the flop is dealt, the player may make another wager equal to the ante, unless the player did not wager upon seeing his/her hand.
- Turn: After the turn card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.
- River: After the river card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.

If there is more than one ante on a hand, the person making that ante may make independent betting decisions. No one is bound by what decisions are made by another person who placed an ante on that hand.

DETERMINING AND PAYING WINNERS

The hands are ranked according to the standard poker hand rankings. The player makes his best hand using any combination of five of the cards in his hand and the common cards. Just as in Texas Holdem, the player may use two cards from his hand with three from the board, one card from his hand with four from the board, or the five cards on the board.

The Player/Dealer chooses one of his two hands and makes his best five-card poker hand.

1. The Player/Dealer's hand must qualify, or the Player/Dealer automatically loses to each player. The Player/Dealer must have at least a pair to qualify. If there is a pair on the board among the five common cards, the Player/Dealer qualifies.
2. If the Player/Dealer qualified, each player's hand is compared to the Player/Dealer's chosen hand. If the player's hand is ranked higher, the player wins the full amount of all wagers including the ante, to the extent the Player/Dealer wager covers.
3. If the player's hand is ranked the same, the player gets the full amount of his wagers, including the ante back. However, the collection is never refunded.
4. If the player's hand is ranked lower, the Player/Dealer wins all that player's wagers, to the extent the money covers.

Wagers are settled, starting with the player to the left of the Player/Dealer.

As each wager is settled, an amount equal to the total amount the player has at risk is removed from the Player/Dealer wager. If the Player/Dealer loses, this amount is paid to the player. If the Player/Dealer wins, this amount is removed from the Player/Dealer wager and returned to the Player/Dealer along with his winnings.

GAME OPTIONS

If it is necessary to adjust the advantage for the Player/Dealer to encourage people to take this option or to encourage people to play against the Player/Dealer, the qualifier may be adjusted. This can be done in two ways:

1. Adjusting the qualifier up or down.
2. Adjusting how a non-qualifying hand is treated.

For example, in one variation, the Player/Dealer may need a pair of 3's to qualify or only an ace-king high hand.

In another variation the Player/Dealer may not win without a qualifier but does not automatically lose. If the Player/Dealer does not qualify, but the player has a worse hand, the Player/Dealer would push in this variation.

These two adjustments can be combined to fine-tune The Game.

III.1 NAME OF THE GAME

The name of the game is "Easy Poker" or "Ea\$y Poker". Below it is referred to as "The Game".

III.2 COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

III.3 DETAILED DESCRIPTION

STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

The game will be conducted using standard game-protection procedures with a Player/Dealer and for a poker-type game to ensure the game is fair to all parties who participate.

Backline betting is allowed.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

THE DECK

The Game is played with one conventional deck of 52 cards with no jokers.

DEALING PROCEDURES

The House Dealer, an employee of the casino, who does not have any financial interest in the game, deals all cards.

Before any cards are dealt, all starting wagers (antes) must be placed and all collections paid by the players. Prior to dealing any cards, the House Dealer picks up all collections.

The Game is hand dealt.

The cards are dealt face down, except for the Player/Dealer's hands.

After shuffling, cards are dealt starting to the immediate left of the Player/Dealer. Each player who has made a wager on the hand receives one card face down, except for the Player/Dealer, who receives no cards until all common cards are dealt and the wagering is complete. Then a second card face down card is dealt to each player.

After all players have had a chance to make a second wager, a card is discarded from the top of the deck ("burned") and three common cards ("the flop") are dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fourth common card ("the turn") is dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fifth common card ("the river") is dealt in front of the House Dealer.

After all eligible players have had a chance to make a final wager, a card is burned and two hands are dealt face up for the Player-Dealer. Each hand is dealt a first card, and then each hand gets a second card in the same order.

After all wagers are settled, all cards are collected and shuffled for the next hand.

NUMBER OF PLAYERS IN THE GAME

The minimum number of players is two, with one player acting as Player/Dealer. The maximum number depends on the size of the table and layout on the table, but typically will be seven or eight.

III.4 ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player at a table then places his/her ante in a designated betting circle. A player may place a wager at his/her seat. No player may wager on more than one hand. Each player must pay the posted collection for each wager.
5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their ante wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point each player is offered the option to make a second wager equal to his/her ante. If a player chooses not to make a wager at this time, the player may not make any additional wagers on this hand, but may win or lose the amount of the ante.
8. After each player has had the opportunity to wager, the House Dealer burns a card and deals the first three common cards called the flop.
9. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to his ante.
10. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fourth common cards called the turn.
11. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

12. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fifth common cards called the river.
13. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.
14. This concludes all wagering.
15. The House Dealer burns a card and deals the two Player/Dealer hands. The better hand is selected and the other hand is moved aside, but kept face up.
16. At this point, all wagers are settled as described above in "Determining and Paying Winners".
17. The cards are all collected.
18. The collections are dropped.
19. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
20. The next round of play begins.

III.5 GAMING TABLE

The game may be played on a standard raised gaming table, similar to that used for blackjack or on a standard poker table. Depending on the size and configuration of the table, table seats seven or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection.

III.6 OTHER EQUIPMENT

In addition to the table, cards, chips and a cut card will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand this party has acted as Player/Dealer.

HOUSE FEES (COLLECTIONS)

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

TABLE LIMITS	PLAYER/DEALER COLLECTION	PLAYER COLLECTION
\$2 - \$20	\$1	\$0.50
\$5-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

If there is more than one wager on a hand, there must be a collection for each wager.

Prior to dealing any cards, the House Dealer picks up any collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

BETTING LIMITS

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section. A maximum of seven starting wagers ("antes"), each within the table limits, may be made on each hand. Up to four additional bets can be made for each ante, each of which is a multiple of the ante.

BETTING SCHEME

The betting scheme is summarized in this chart:

ROUND	PLAYER SEES	BET SIZE	RESTRICTIONS
Ante		Player chooses	Within table limits
Hand	Two-card hand	0 or 1	If player checks, he must check the rest of the way
Flop	Three common cards	0 or 1	
Turn	Fourth common card	0 or 2	
River	Fifth common card	0 or 2	

**Hollywood Park Casino
CALIFORNIA GAMES COLLECTION RATES
July 14, 2006**

GAME	PLAYER		PLAYER/ DEALER
	<u>TABLE</u>	<u>COLLECTION</u>	<u>COLLECTION</u>
	<u>LIMITS</u>	<u>FEES per hand</u>	<u>FEES per hand</u>
Pure 21.5 Blackjack	\$2.00 - \$10.00	\$0.50	\$1.00 *
	\$10.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$50.00 - \$300.00	\$2.00	\$4.00 *
	\$100.00 - \$300.00	\$2.00	\$4.00 *
	\$100.00 - \$500.00	\$3.00	\$5.00 *
	\$300.00 - \$1,000.00	\$5.00	\$10.00 *

* Denotes an extra \$1.00 jackpot fee is taken from the Banker/ Dealer position for the particular game played.

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a "Bonus" card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "W" bonus cards, four "X" bonus cards, four "Y" bonus card, and four "Z" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- One "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "W", "X", "Y" and "Z"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

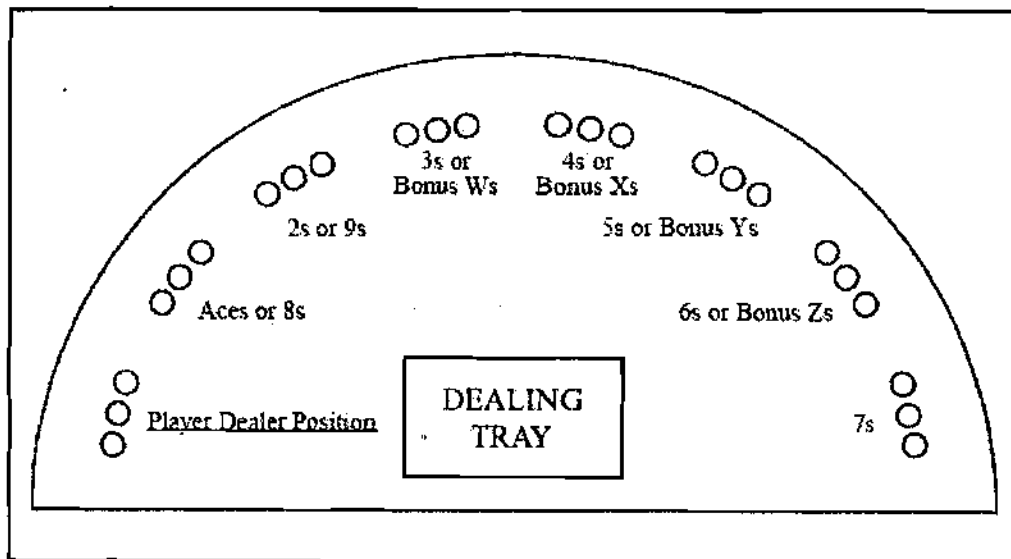
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt addition cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

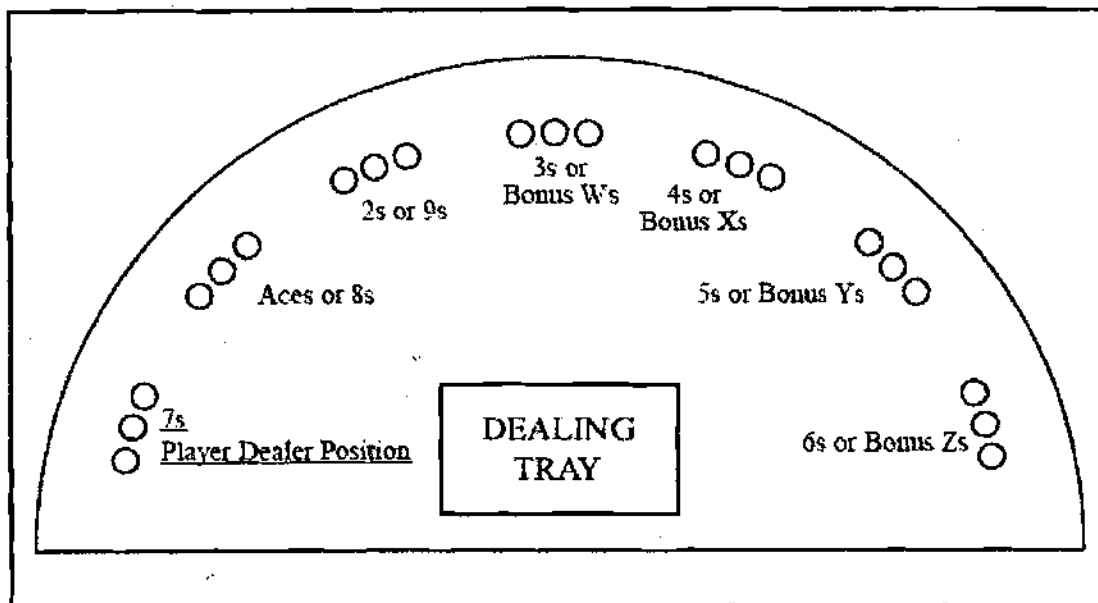
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

DIAGRAM #1

EIGHT-HANDED TABLE

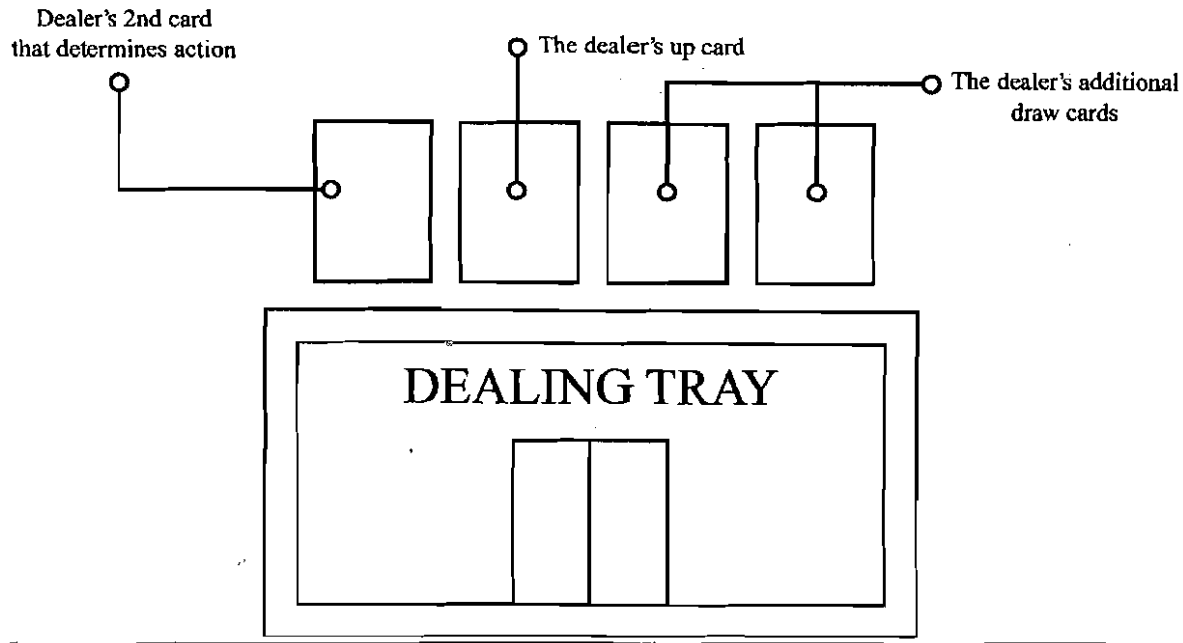


SEVEN-HANDED TABLE



12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more
(may split two Bonus Cards)

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:
 - A) If the Player's and the Player/Dealer's cards match exactly, the hand is a push or tie. Examples of this are: If the Player's hand is 9, 8, 6 (23 total) and the Player/Dealer's hand contains a 9, 8, and 6 or if the Player's hand is Bonus Card, 6, 9 and the Player/Dealer's hand contains a Bonus Card, 6 and 9.
 - B) If the Player's cards and the Player/Dealer's cards do not match exactly, the Player/Dealer wins.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a

second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

- Over 21.5 Options (when both the Player and Player/Dealers total is more than a PURE 21.5 BLACKJACK)

Over 21.5 Variation #1:

- a) Player and Player/Dealer both have the same (over) total- **Player/Dealer wins**
- b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- **Push**
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- **Player/Dealer wins**

Over 21.5 Variation #2

- a) Player and Player/Dealer both have the same (over) total- **Push**
- b) Player's (over) total is closer to 21.5 than the Player/ Dealer's

- (over) total – **Player/Dealer wins**
c) Player/Dealer's (over) total is closer to 21.5 than the Player's
(over) total – **Player/Dealer wins**

- Bonus card Options

10's Version – The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5. A Bonus Card and a 10 can be split.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.